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OF THE GAMES

DONKEY KONG COUNTRY® GAME SECRETS THE UNAUTHORIZED EDITION

Joe Hutsko

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INTRODUCTION: MONKEY BUSINESS BASICS!

WHOA! YOU GO TO BED ONE NIGHT THINKING YOU'RE A PLUMBER, AND THE NEXT DAY YOU WAKE UP AND FIND YOU'VE SPROUTED A TAIL! THIS CAN ONLY MEAN ONE THING — YOU'RE IN DONKEY KONG COUNTRY! THERE'S PLENTY OF ROUGH TERRITORY UP AHEAD, BUT DON'T WORRY — THIS STRATEGY GUIDEBOOK WILL HELP YOU AND YOUR BUDDY THROUGH ALL THE REALLY TOUGH SPOTS, AND SHOW YOU EVERY SECRET BONUS AREA, TO BOOT! BEFORE YOU GO RUNNIN' OFF INTO THE GREAT WILD YONDER, CHECK OUT THESE MONKEY BUSINESS BASICS FIRST, TO HELP YOU GET STARTED WITH A BANG!

UNOFFICIAL EXCLUSIVE — SECRET CHEAT CODE: YOU WON'T FIND THIS ONE IN ANYONE ELSE'S BOOK! HOW'D YOU LIKE TO TELEPORT YOURSELF TO THE START OF ANY LEVEL, OR TO THE CONTINUE POINT WHERE YOU LEFT OFF, WHENEVER YOU FEEL LIKE IT? SOUNDS LIKE NO BIG DEAL AT FIRST, BUT GET THIS — SAY YOU'VE JUST LOST YOUR BUDDY AND YOU WANT TO START ALL THE WAY BACK TO THE BEGINNING OF A LEVEL FOR THE NEAREST DK BARREL TO GET YOUR PAL BACK BEFORE YOU GO FORWARD AGAIN... OR, SAY YOU'VE JUST SLIPPED OFF A LEDGE AND ARE FALLING OFF THE SCREEN, WHICH WILL COST YOU A LIFE — WOULDN'T IT BE AWESOME IF YOU COULD FORCE THE SNES TO FORGIVE YOUR LITTLE MISSTEP, SAVING YOU A PRECIOUS LIFE?

NO PROBLEM! TO WARP BACK TO THE BEGINNING OF A LEVEL YOU'VE ALREADY COMPLETED, JUST DO THIS LITTLE TRICK AND YOU'LL BE ABLE TO GO BACK TO THE BEGINNING OF YOUR CURRENT LEVEL, OR RESUME FROM THE LAST CONTINUE BARREL OF YOUR CURRENT LEVEL, OR GO BACK TO ANY PREVIOUS LEVELS YOU'VE ALREADY BEAT. PRESS AND HOLD DOWN THE START BUTTON TO PAUSE THE GAME, THEN PRESS THE SELECT BUTTON.

WHAMO! A FRESHSTART!

NOTE: THIS START/SELECT TRICK WILL ONLY WORK ON LEVELS YOU'VE ALREADY COMPLETED.

LIFESAVING TIP: IF YOU SEE YOU'RE ABOUT TO GET HIT BY A BADDIE AND CAN'T AVOID IT, OR ARE FALLING OFF THE SCREEN AND ABOUT TO LOSE A LIFE — DO THE CHEAT CODE IMMEDIATELY, AND CHANCES ARE YOU'LL ZAP YOURSELF BACK BEFORE THE GAME HAS A CHANCE TO DEDUCT A LIFE BALLOON FROM YOUR METER. GOTTA ACT FAST THOUGH, CHIMPS —THE LAST THING THIS GAME WANTS YOU TO HAVE IS A FREE RIDE!!!

ULTIMATE EXCLUSIVE!: "DYDDY" CHEAT CODE SECRET ANIMAL BONUS CAVE! HOW'D YOU LIKE TO WARP TO A SECRET ANIMAL BONUS CAVE CONTAINING THREE GOLD ANIMAL TOKENS FOR EACH ANIMAL FRIEND!?!? NOW YOU CAN! THERE ARE SOME RULES FOR GETTING TO AND FROM THIS ULTRA-SECRET PLACE, SO FOLLOW THE INSTRUCTIONS CLOSELY, AND YOU'LL HAVE THE LUXURY OF PLAYING YOUR FAVORITE ANIMAL BONUS ROUNDS AS MANY TIMES AS YOU LIKE, GAINING TONS OF EXTRA LIVES!

FIRST OFF, THE AWESOME "DYDDY" SECRET ANIMAL BONUS CAVE CAN ONLY BE EXITED FROM IF YOU WARP TO IT FROM A LEVEL YOU'VE ALREADY COMPLETED. WHILE YOU CAN WARP TO THE "DYDDY" SECRET ANIMAL BONUS CAVE FROM THE START OF THE GAME, OR FROM A LEVEL YOU HAVE NOT COMPLETED, YOU WON'T BE ABLE TO EXIT IT. THAT MEANS THAT EVEN THOUGH YOU CAN GET TO THE ROOM AND COLLECT A TON OF EXTRA LIVES, YOU WON'T BE ABLE TO EXIT THE ROOM WITH THOSE LIVES, EXCEPT BY RESETTING THE GAME! SO, DON'T WASTE YOUR TIME GOING TO THE "DYDDY" SECRET ANIMAL BONUS CAVE UNLESS YOU GO TO IT FROM A LEVEL YOU'VE ALREADY COMPLETED!

WITH THAT SAID, HERE'S HOW TO WARP TO THE "DYDDY" SECRET ANIMAL BONUS CAVE: AFTER LOSING YOUR LAST LIFE IN A LEVEL YOU'VE ALREADY COMPLETED, "GAME OVER" WILL APPEAR. PRESS "B" TO CLEAR THAT SCREEN, THEN, AS SOON AS CRANKY KONG APPEARS AND STARTS PLAYING HIS LITTLE MUSIC BOX, PRESS: "DOWN," "Y," "DOWN," "DOWN," "Y," TO SPELL "DYDDY." YOU'LL HEAR A CHIME AND THEN YOU'LL GET WARPED TO THE SECRET ANIMAL BONUS CAVE! PICK THREE OF YOUR FAVORITE ANIMAL FRIEND TOKENS TO PLAY THAT ANIMAL'S BONUS ROUND, SNAGGING AS MANY LIVES AS YOU CAN BEFORE THE CLOCK RUNS OUT. WHEN YOU'RE DONE, YOU'LL RETURN TO THE SECRET ANIMAL BONUS CAVE, WHERE YOU CAN PLAY AS MANY MORE ANIMAL BONUS ROUNDS AS YOU LIKE!

AFTER YOU'VE COLLECTED ALL THE EXTRA LIVES YOU WANT, USE THE START/SELECT CHEAT CODE TO EXIT THE SECRET ANIMAL BONUS LEVEL. TO DO THIS, PRESS START WHILE YOU'RE IN THE SECRET ANIMAL BONUS CAVE (AFTER COMPLETING AN ANIMAL BONUS ROUND) TO PAUSE THE GAME, THEN PRESS SELECT TO WARP YOU BACK TO THE LAST LEVEL YOU COMPLETED.

IMPORTANT "DYDDY" TIP: WHEN YOU'RE DOWN TO YOUR LAST TWO LIVES ON A LEVEL YOU HAVEN'T COMPLETED YET, AFTER YOU LOSE THE LIFE YOU'RE PLAYING, BACKTRACK TO A LEVEL YOU HAVE COMPLETED, THEN PURPOSEFULLY LOSE YOUR LAST LIFE, SO THAT YOU CAN DO THE "DYDDY" WARP TO REACH THE SECRET ANIMAL BONUS CAVE TO GET EXTRA LIVES, THEN RETURN TO THE LAST LEVEL YOU PLAYED.

WHY ASK "Y"?: MASTER THE "Y" BUTTON'S MANY VIRTUES EARLY IN THE GAME AND YOU'LL GET THROUGH THE GAME'S HARDER LEVELS LATER ON. SPECIFICALLY, MAKE SURE YOU KNOW HOW TO DO THE TRICKY ROLL/JUMP THAT LETS YOU REACH PLACES THAT YOU WOULD NORMALLY FALL DOWN INTO. TO DO THE ROLL/JUMP, STAND ON THE VERY EDGE OF THE PLATFORM OR TREETOP YOU'RE LEAPING FROM, THEN PRESS THE "Y" BUTTON AND CONTROL PAD IN THE DIRECTION YOU WANT TO GO. AS SOON AS YOU REACH THE ITEM HANGING IN MIDAIR (USUALLY A LETTER) PRESS THE "B" BUTTON AND CONTROL PAD IN THE DIRECTION YOU WANT TO LAND TO RECOVER FROM THE

ROLL/JUMP. THIS MOVE TAKES LOTS OF PRACTICE — AND THERE'S NO BETTER PLACE FOR THAT THAN IN THE TREETOPS OF THE FIRST LEVEL, JUNGLE HIJINXS. ALSO: GET USED TO HOLDING DOWN THE "Y" KEY AS YOU PROCEED LEFT OR RIGHT TO CHANGE YOUR LEISURELY STROLL TO A SUPER QUICK DASH. RUNNING WITH THE "Y" KEY HELD DOWN THEN LEAPING LETS YOU CROSS WIDER GAPS THAN REGULAR LEAPS. THE "Y" KEY ALSO LETS YOU SHIMMY UP AND DOWN VINES FASTER. AND FINALLY, IF YOU PICK UP A BARREL THAT YOU WANT TO PUT BACK DOWN WITHOUT BREAKING IT, PRESS THE CONTROL PAD DOWN, THEN RELEASE THE "Y" TO SET THE BARREL DOWN SAFELY.

DONKEY KONG'S SLAP ATTACK!: DON'T FORGET TO USE DONKEY KONG'S MAJOR SLAP ATTACK TO UNEARTH HIDDEN ITEMS LIKE BANANAS, LETTERS, AND THE OCCASIONAL BURIED LIFE-UP BALLOONS. TO DO THE SLAP ATTACK, PRESS THE CONTROL PAD DOWN TO MAKE DONKEY KONG CROUCH, THEN PRESS THE "Y" BUTTON — HE'LL POUND THE GROUND SUPER HARD!

EXCLAMATION CLUE!: HAVE YOU NOTICED THAT AS YOU PROGRESS IN THE GAME, SOME OF THE LEVELS YOU'VE BEAT HAVE AN EXCLAMATION POINT "!" AFTER THEM?!? HOW COME ONLY SOME AND NOT OTHERS? HERE'S WHY: AN EXCLAMATION POINT AT THE END OF A LEVEL NAME, SUCH AS "JUNGLE HIJINXS!", MEANS THAT YOU'VE FOUND EVERY SECRET BONUS ROOM FOR THAT LEVEL. IF YOU DON'T SEE AN EXCLAMATION POINT AFTER A LEVEL YOU'VE FINISHED, THAT'S YOUR CLUE TO GO BACK TO IT AND SEARCH FOR WHAT YOU MISSED! WITH THIS STRATEGY GUIDE, YOU'LL FIND THE GAME'S EVERY SECRET BONUS ROOM, SO DON'T WORRY IF YOU'RE MISSING A FEW EXCLAMATION POINTS — NOW YOU CAN GO BACK AND GET THEM!

EASY REBUILD LIVES: WHENEVER YOU FIND YOURSELF RUNNING LOW ON LIVES, GO BACK TO THE GAME'S VERY FIRST LEVEL, JUNGLE HIJINXS, TO QUICKLY REBUILD YOUR LIVES BEFORE YOU CONTINUE ONWARD. THIS IS ESPECIALLY IMPORTANT BEFORE YOU BEGIN A NEW PART OF THE GAME. SO AFTER YOU FINISH A PART AND ARE ABOUT TO START THE NEXT ONE, TAKE A FUNKY FLIGHT BACK TO JUNGLE HIJINX AND REBUILD YOUR LIVES BEFORE VENTURING ONWARD. THIS WAY, YOU'LL HAVE PLENTY OF EXTRA LIVES TO LOSE UNTIL YOU MAKE IT TO THE NEW PART'S CANDY SAVE POINT OR FUNKY'S FLIGHTS!

101%?!?!: THE PERCENTAGE METER THAT APPEARS WHEN YOU SAVE YOUR GAME IN PROGRESS INDICATES HOW MUCH OF THE GAME YOU'VE EXPLORED. IT'S POSSIBLE TO COMPLETE THE GAME AND ONLY COMPLETE 50%. THE TRICK TO GETTING 100% IS TO MAKE SURE YOU FIND EVERY LEVEL'S SECRET BONUS ROUNDS. TO GET THE MAXIMUM 101%, YOU MUST SUCCESSFULLY WIN THE SUPER, SECRET ONE & ONLY BONUS, IN OIL DRUM ALLEY, DESCRIBED ON PAGES 104 & 105.

GOOD LUCK, CHIMPSTERS AND CHIMPETTES!

ANIMAL FRIENDS BONUS ROUNDS!

COLLECT THREE OF THE SAME GOLD ANIMAL TOKENS AT ANY POINT IN THE GAME AND YOU'LL BE TELEPORTED TO AN ANIMAL FRIEND BONUS ROUND! EACH ANIMAL HAS ITS OWN SPECIAL ROOM FULL OF GOLDEN GOODIES, AND FOR EVERY 100 YOU COLLECT YOU EARN AN EXTRA LIFE. EACH ANIMAL BONUS ROOM ALSO FEATURES A SPECIAL GIANT TOKEN BONUS WHICH, WHEN YOU GRAB IT, DOUBLES THE NUMBER OF TOKENS YOU'VE COLLECTED.



ANIMAL FRIENDS BONUS ROUNDS!

EXPRESSO THE OSTRICH

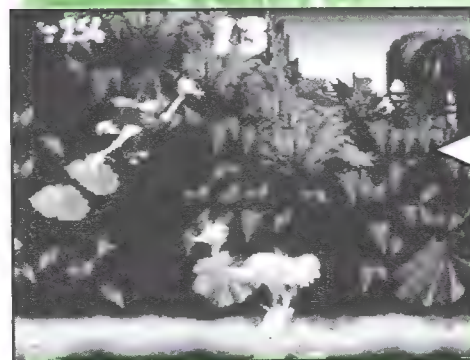
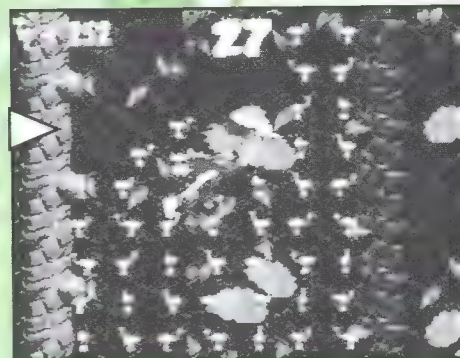
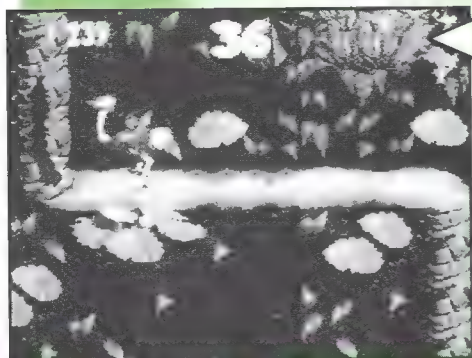
WHEN YOU START OUT, GO LEFT
AND UP FIRST, THEN LEFT...

YOU'LL DROP DOWN A
NARROW VALLEY LOADED
WITH GOLD TOKENS.
GO BACK UP
AND RIGHT...

AND FLY THROUGH THE THREE
VALLEYS FOR MORE TOKENS...

AT THE LAST VALLEY, GO TO THE
VERY TOP RIGHT, FLY UP AND
RUN RIGHT...

AND YOU'LL DROP DOWN INTO
THE SECRET VALLEY FOR THIS
GIANT TOKEN, WHICH DOUBLES
THE NUMBER OF TOKENS
YOU'VE COLLECTED!



ENGUARDE THE SWORDFISH

FROM ENGUARDE'S STARTING POINT, PICTURE AN INVISIBLE PLUS SIGN ("+"), WHICH MARKS THE FOUR DIRECTIONS TO SWIM IN ORDER TO REACH FOUR SECRET ROOMS!

SWIM STRAIGHT UP AND THROUGH THE CORAL WALL TO REACH ROOM 1, LOADED WITH TOKENS...

THEN GO BACK DOWN TO THE STARTING POINT AND SWIM LEFT AND THROUGH THE CORAL WALL TO ROOM 2...

FROM THERE, SWIM STRAIGHT ACROSS TO THE RIGHT AND THROUGH THE CORAL WALL TO ROOM 3...

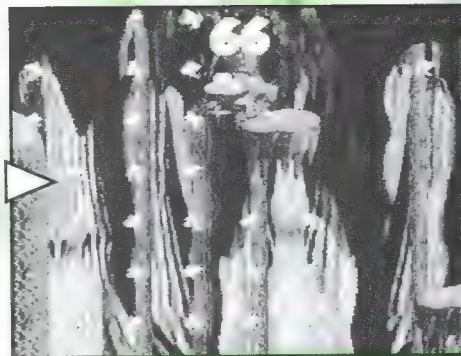
THEN SWIM BACK TO THE STARTING POINT AND SWIM STRAIGHT DOWN THROUGH THE CORAL WALL TO FIND THE GIANT TOKEN, WHICH DOUBLES THE NUMBER OF TOKENS YOU'VE COLLECTED!

WINKY THE FROG

HOP LEFT AND BOUNCE ON THE TIRES TO REACH THE HIGHER LEVELS...



MAKE YOUR WAY TO THE VERY LAST ROOM TO THE LEFT, THEN BOUNCE ON THE TIRE TO REACH THE UPPER LEFT CORNER PLATFORM, WHERE YOU'LL FIND A SECRET PASSAGE.



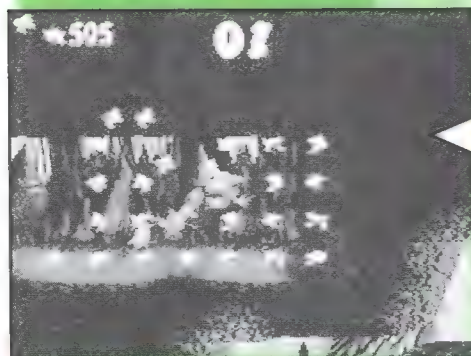
JUMP LEFT TO REACH IT...



YOU'LL FIND A GIANT WINKY TOKEN, WHICH DOUBLES THE AMOUNT OF TOKENS YOU'VE COLLECTED...



HOP UP AND OUT AND GRAB HOWEVER MANY MORE TOKENS YOU CAN BEFORE THE CLOCK RUNS OUT!



RAMBI THE RHINO

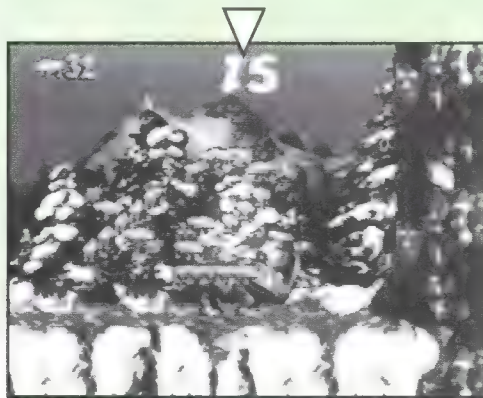
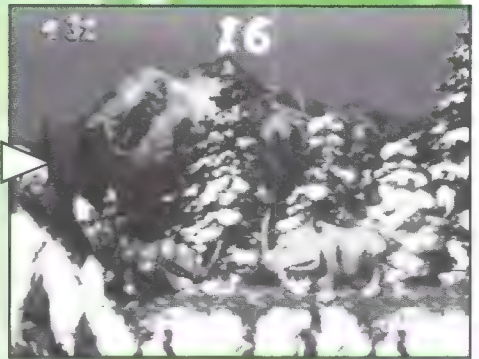
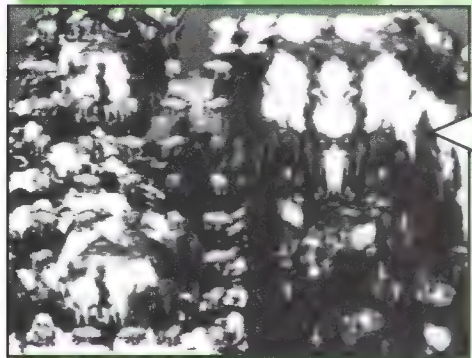
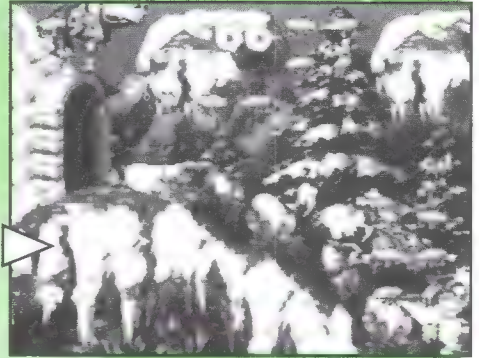
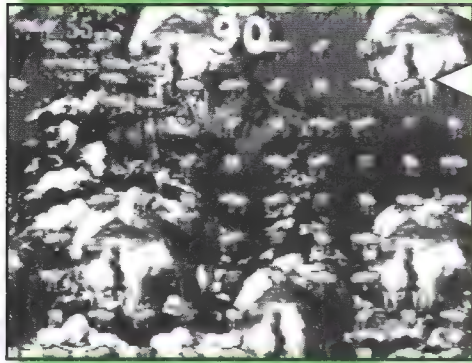
RAMBI'S BONUS WORLD IS SLIPPERY! START BY RUNNING RIGHT AND HOPPING ALONG THE MIDDLE PLATFORMS TO GOBBLE UP LOTS OF TOKENS, THEN TURN AROUND AND GO BACK TO WHERE YOU STARTED...

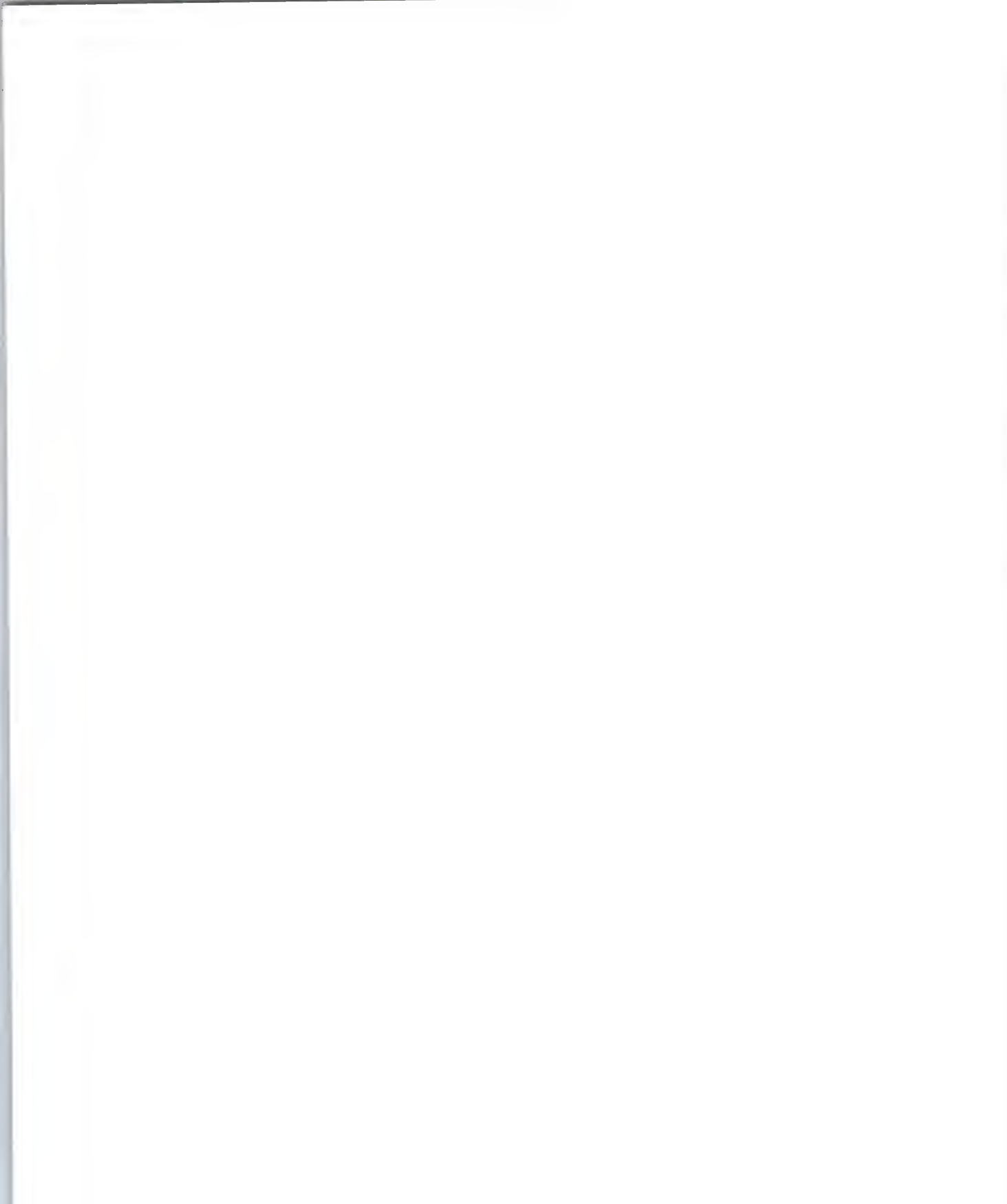
JUMP UP OVER THE ENTRANCE, THEN JUMP RIGHT TO REACH THE TOP PLATFORMS...

CAREFULLY HOP YOUR WAY ACROSS THE VERY TOP LEVEL UNTIL YOU REACH THE DOWN RAMP...

SLIDE DOWN IT AND YOU'LL FIND A GIANT RAMBI TOKEN...

GRAB IT TO DOUBLE THE AMOUNT OF TOKENS YOU'VE COLLECTED!





JUNGLE HIJINXS

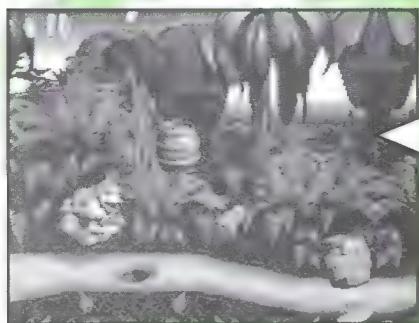
YOU START OFF THIS LEVEL WITH A BANG. BLAMO, RIGHT OUTTA YOUR UPSTAIRS STUDIO SHACK. THE IMPORTANT LESSON YOU LEARN HERE IS TO ALWAYS TRY GOING UP AND TO THE LEFT OF WHERE YOU BEGIN A LEVEL. IN MANY LEVELS, YOU'LL FIND A SECRET ROOM OR LOCATION. THIS FIRST ONE ISN'T SO SECRET—GO BACK UP THE STEPS INTO YOUR APARTMENT AND THERE'S A 1-UP BARREL JUST WAITING FOR YOU. NOW THAT'S WHAT I CALL FAIR PLAY. THE REALLY GREAT THING ABOUT JUNGLE HIJINX IS THAT IT GIVES YOU A GOOD OPPORTUNITY TO TRY OUT YOUR DIFFERENT MOVES AND SKILLS. AFTER YOU NAB THAT FREE 1-UP IN YOUR APARTMENT, JUMP OVER TO THAT HIGH PALM TREE RIGHT OUTSIDE YOUR DOOR, THEN JUMP DOWN THE BANANA ARROW TO THE RIGHT TO UNEARTH A STEEL KEG BARREL. THESE PUPPIES ARE FOR TOSSIN' OR RIDIN', BUT THIS LATTER SKILL IS TRICKY AND TAKES PERFECT TIMING. USUALLY IF YOU STAND FAR ENOUGH BACK FROM THE WALL YOU THROW IT AT, YOU'LL HAVE JUST ENOUGH TIME TO JUMP IN THE AIR AND LAND ON THE BARREL ON ITS REBOUND. EARLY ON IN THIS LEVEL YOU'LL ALSO LEARN ABOUT WHAT ATTACKS WORK ON WHICH BADDIES. GNAWTIES ARE A CINCH TO WIPE OUT WITH A BOUNCE OR SPIN ATTACK, AND THE SAME GOES FOR THOSE LIZARD-SKINNED KRITTERS. AS FOR THE BIG FAT KLUMPS—WHICH I THOUGHT WERE SHES, BUT ARE IN FACT HES—DIDDY KONG ISN'T STRONG ENOUGH TO BOUNCE THEM, BUT HE CAN SPIN ATTACK THEIR BIG BUXOM BUTTS RIGHT OFF THE SCREEN. IF YOU REACH THE END OF THIS LEVEL WITHOUT TAKING RAMBI FOR A RIDE, YOU'RE MISSING A GOOD TIME! HE'LL NOT ONLY CLOBBER WITH EASE ANY BADDIES THAT GET IN YOUR WAY, HE'S ALSO A BIG HELPER WHEN IT COMES TO BREAKING DOWN JUNGLE HIJINX'S TWO SECRET ROOM WALLS. HOLDING DOWN THE "Y" KEY WHILE RIDING RAMBI MAKES HIM RUN FASTER.

JUNGLE HIJINXS IS BY FAR THE EASIEST LEVEL TO COME BACK TO LATER IN THE GAME TO EARN A BUNCH OF EASY EXTRA LIVES. TAKING THE HIGH-ROAD HAS NEVER BEEN MORE LUCRATIVE. I WISH I'D FIGURED THIS OUT SOONER! FIRST, YOU GET THAT EASY 1-UP THAT'S WAITING FOR YOU IN YOUR APARTMENT. NEXT, THERE'S THE 1-UP THAT'S RIGHT PAST THE FIRST KRITTERS, UP IN THE LOW PALM TREE. FROM THERE, YOU'LL HAVE TO PERFECT THE ROLL/JUMP MANEUVER (PRESS CONTROL PAD RIGHT AND "Y" AT ABOUT THE SAME TIME, THEN PRESS "B" WHEN YOU'RE HALFWAY ACROSS IN THE AIR TO RECOVER FROM THE ROLL AND LAND ON THE NEXT HIGH PALM TREE) TO REACH THE NEXT 1-UP. DO THE SAME TRICK AGAIN OFF THE RIGHT PALM TREE TOP FOR A 2-UP, THEN DROP DOWN OFF THE HIGH-TOPS, GET RAMBI, AND BUST THROUGH THE HIDDEN ROOM WALL FOR STILL ANOTHER 1-UP, WHICH MAKES A TOTAL OF SIX EXTRA LIVES!

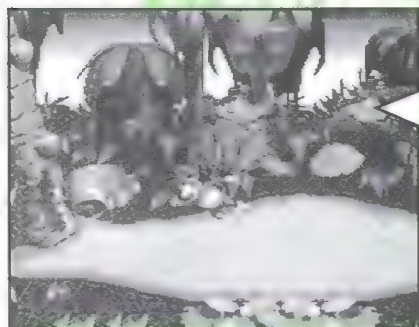
JUNGLE HIJINXS



INSTANT EASY 1-UP!
BEFORE YOU GO CHARGING OFF, CLIMB UP THE LEFT STEPS AND GO INTO YOUR HOUSE AT THE TOP OF THE HILL. BOUNCE ON THE TIRE AND GET YOUR FIRST 1-UP! EASY PICKINS!

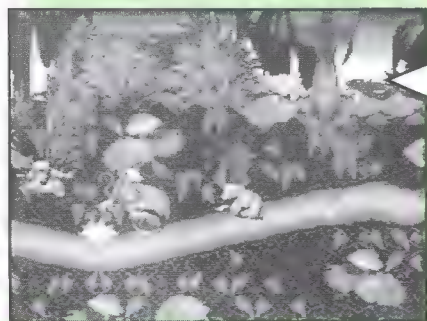


STEEL KEG ROLLER
CLIMB THE STEPS TO YOUR HOUSE THEN JUMP RIGHT TWICE TO THE TREE WITH THE BANANAS POINTING DOWN. DIVE DOWN, AND CRASH LAND ON THE SOFT GROUND TO SPRING A STEEL KEG...



PICK IT UP AND TAKE IT LEFT, THEN TOSS IT AT THE WALL...

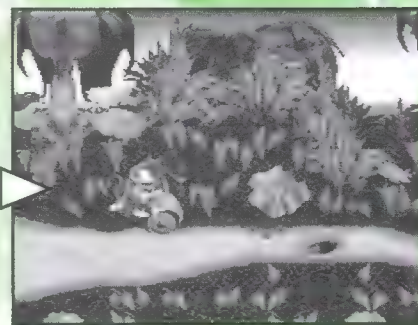
AND IMMEDIATELY JUMP ON IT WHEN IT COMES AT YOU.



YOU'LL KEG ROLL THROUGH LOADS OF BAD GUYS AND BREAK THROUGH A WALL THAT TAKES YOU TO A BONUS LEVEL.

PART 1: KONGO JUNGLE

TIME TO MONKEY AROUND! THIS OPENING LEVEL IS PERFECT FOR BUILDING THOSE ANIMAL INSTINCTS YOU'LL NEED TO MASTER TO MAKE IT THROUGH THE REST OF THE GAME. BESIDES BASIC BARREL LIFTING AND TOSSING, CONCENTRATE ON RUNNING (HOLD DOWN "Y" WHILE MOVING LEFT OR RIGHT), KONG'S HAND SLAP ATTACK (PRESS "Y" WHILE HOLDING CONTROL PAD DOWN), AND THE SPINNING ATTACKS—DIDDY'S CARTWHEEL AND KONG'S SOMERSAULT ROLL (PRESS "Y" WHILE MOVING LEFT OR RIGHT).



FOUR MORE EASY UPS!

SNAG THE "K" AND NAIL THE FIRST KRITTER YOU ENCOUNTER, THEN GET READY TO DO A FAST SERIES OF DIDDY ROLL/JUMPS TO QUICKLY SNATCH 4 EXTRA LIVES!...

FIRST, LEAP TO THE LOW RIGHT PALM TREE TO REACH THE RED 1-UP BALLOON...

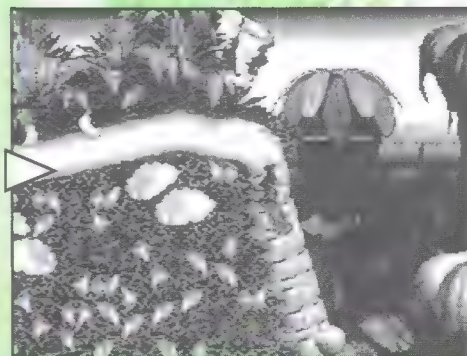
DO A ROLL JUMP OFF THE TALL TREE'S EXTREME RIGHT EDGE...

TO REACH THE NEXT 1-UP BALLOON...

THEN DO ANOTHER ROLL JUMP OFF THE HIGHER TREE'S RIGHT EDGE TO REACH THE NEXT PALM TREE AND A 2-UP BALLOON! EASY PICKIN'S, BUT YOU HAVE TO WORK FAST OR ELSE THE BALLOONS WILL FLOAT AWAY BEFORE YOU CAN REACH THEM! USING THE START/SELECT CHEAT CODE YOU CAN COME BACK AND SNATCH THESE FOUR EASY UPS (PLUS THE FIRST ONE IN YOUR HOUSE, WHICH MAKES FIVE!) AGAIN AND AGAIN UNTIL YOU'RE LOADED WITH BUSHELS OF EXTRA LIVES!

BANANA BACKTRACKING

AFTER YOU AND RAMBI BLAST OUT OF YOUR FIRST TUNNEL, CLIMB OFF HIM, CLIMB THE LEFT WALL, THEN JUMP RIGHT TO THE PALM TREES. NOW, TAKE A RUNNING LEAP LEFT TO MAKE IT UP TO THE LEVEL YOU AND RAMBI JUST PASSED UNDERGROUND FOR EXTRA BANANAS.



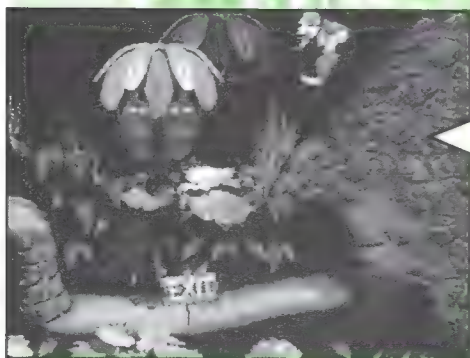
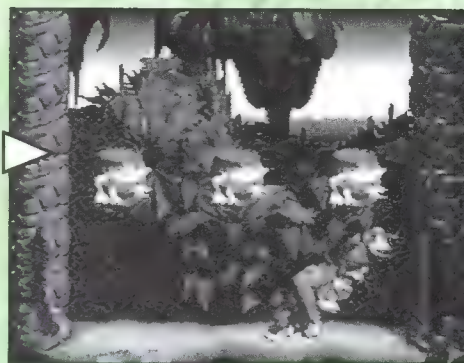


RAMBI-LESS BREAK THROUGH

IF YOU SKIP RAMBI YOU CAN CRASH THIS SECRET LEVEL WALL BY DIVING OFF THE PALM TREE ABOVE AND LANDING HARD ON THE GROUND TO THE RIGHT TO FREE A BARREL, THEN TOSS IT INTO THE WALL HERE.

HIT THE JACKPOT

AFTER CHOOSING YOUR FIRST GOLD ANIMAL, THE TRICK HERE IS TO WATCH FOR IT IN THE SECOND SLOT, THEN COUNT FROM ONE TO FOUR IN TIME WITH THE CHANGING TOKENS TO CATCH THE BEAT OF THEIR REPEATING PATTERN. KEEP COUNTING IT A FEW TIMES UNTIL YOU'VE GOT THE PATTERN THEN LEAP ON THE FOUR COUNT. DO THE SAME FOR THE THIRD SLOT AND YOU'LL HIT THE JACKPOT. WITH A LITTLE PRACTICE YOU'LL SCORE EVERY TIME!



EXIT BONUS BANANAS

BEFORE YOU MAKE A BANANA AND SPLIT, JUMP UP ONTO THE EXIT CAVE, THEN JUMP LEFT ONTO THE LOW PALM TREE. NEXT, JUMP LEFT AND UP OFF THE SCREEN TO REACH AN INVISIBLE BANANA BUNCH. THEN JUMP DOWN HARD, LANDING A LITTLE TO THE LEFT, TO KNOCK OUT SOME MORE GOODIES.

ROPEY RAMPAGE

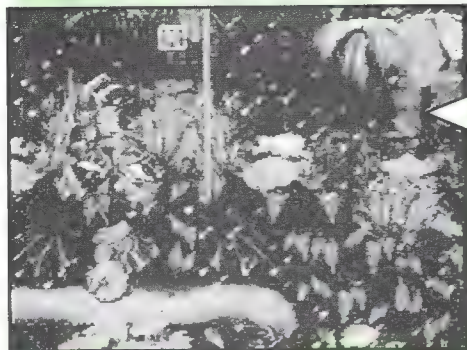
THAT IT'S DARK OUTSIDE DOESN'T MAKE THIS LEVEL ANY EASIER TO GET INTO. PELTING RAIN MAKES VISIBILITY SORT OF DIFFICULT, HOWEVER IF YOU PRESS THE START BUTTON YOU CAN STOP THE RAIN FOR A CLEARER PICTURE OF YOUR SURROUNDINGS (BUT OF COURSE YOU CAN'T GET ANYWHERE WHILE PAUSED!). REMEMBER WHAT I SAID IN THE LAST LEVEL, THAT YOU SHOULD ALWAYS LOOK UP AND TO THE LEFT OF THE ENTRANCE WHERE YOU BEGIN A NEW LEVEL? THE ROPEY RAMPAGE CAVE ENTRANCE HAS NO REAL SURPRISES, BUT IT DOES MAKE IT EASY FOR YOU TO REACH THE PALM TREES TO BOUNCE ATTACK THAT FIRST KRITTER. AFTER HIM, YOU'LL ENCOUNTER YOUR FIRST ARMY. THESE SPINNING SUCKERS ARE TRICKY TO BASH. DIDDY CAN'T WHOOP THEM WITH A SINGLE BOUNCE OR SPIN ATTACK, BUT HE CAN STUN THEM ON THE FIRST HIT, THEN, IF HE'S FAST ENOUGH, FINISH THEM OFF WITH A SECOND HIT. DONKEY KONG HAS NO TROUBLE WIPING OUT THESE LITTLE HARD-BALLS ON HIS FIRST SLAM. A LITTLE FARTHER ALONG YOU'LL UNEARTH YOUR FIRST BOUNCY TIRE—PROVIDING, THAT IS, YOU LAND HARD ON THE SOFT GROUND. A BOUNCY TIRE ALWAYS INDICATES THAT SOME OTHER GOODIE IS NEARBY, A GOODIE THAT CAN ONLY BE REACHED BY MAKING A HIGH BOUNCE TO IT.

ROPEY RAMPAGE IS ALSO THE FIRST LEVEL IN WHICH THE "LEAP OF FAITH" REWARDS YOU WITH BONUS LEVELS. A LEAP OF FAITH MEANS JUMPING DOWN INTO A SPACE THAT WOULD NORMALLY COST YOU YOUR LIFE, BUT INSTEAD SURPRISES YOU WITH A BLAST BARREL. HOW ON EARTH WOULD YOU KNOW TO DROP OFF THAT EARLY PALM TREE TO REACH THE BLAST BARREL? OR TO DROP OFF THE LAST LOW LEDGE, TO THE LEFT OF THE EXIT SIGN, TO REACH ITS HIDDEN BLAST BARREL? WELL, YOU WOULDN'T, UNLESS SOMEONE TELLS YOU TO, AS I AM, OR UNLESS YOU HAVE THE GOOD MISFORTUNE OF FALLING OFF THOSE PLACES AND MAKING A LUCKY BLAST-OFF LANDING, RATHER THAN LOSING ANOTHER LIFE LIKE YOU EXPECTED. IT HAPPENED TO ME IN BOTH CASES—I THOUGHT I WAS A-GONER, BUT NOPE...SURPRISE, BONUS CITY! IN SOME WAYS, IT STRIKES ME AS A LITTLE UNFAIR THAT THERE'S NO WAY TO KNOW WHERE AND WHEN TO TAKE THE LEAP OF FAITH IN THIS LEVEL AND IN OTHERS. LUCKY FOR YOU, I'VE TAKEN EVERY ONE OF THE GAME'S POSSIBLE LEAPS OF FAITH, AND REVEAL THEIR LOCATIONS AS YOU COME TO THEM IN THE GAME. (YOU WOULDN'T BELIEVE HOW MANY LIVES I'VE LOST IN YOUR HONOR, CHUMP!)

ROPEY RAMPAGE

DOUBLE TROUBLE

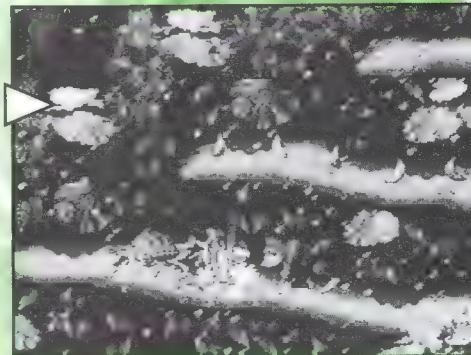
DONKEY KONG CAN NAIL THESE ARMY BADDIES WITH ONE BOUNCE, BUT DIDDY HAS TO BOUNCE (OR CARTWHEEL) THEM TWICE. THE FIRST BOUNCE STUNS THEM, SO BOUNCE THEM A SECOND TIME QUICK WHILE THEY'RE CONFUSED, OR ELSE THEY'LL ROLL BACK UP AND COME CHARGING AFTER YOU AGAIN. DON'T FORGET TO SNATCH THAT "K" ON YOUR WAY UP THE VINE!



BOOMS AWAY

OR YOU CAN SKIP THE SKIPPING AROUND AND JUST BLAST ARMY BADDIES WITH BARRELS...

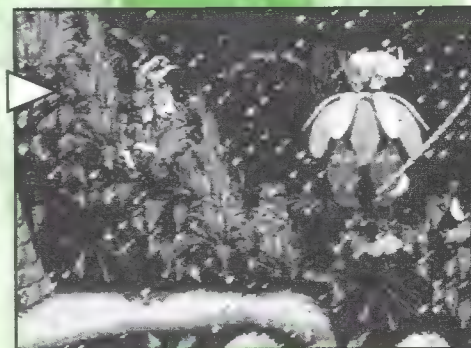
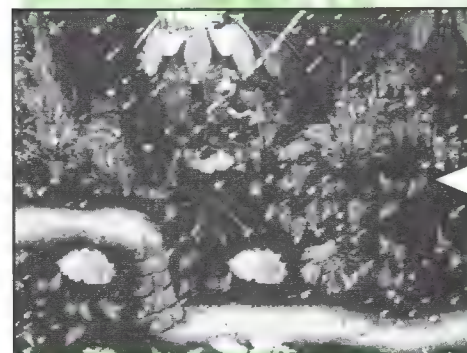
ALSO, A SINGLE BOUNCE CAN KNOCK AN ARMY OFF A TREE TOP—IF YOU TIME IT RIGHT AND HIT HIM WHILE HE'S CLOSE TO THE EDGE. GOING DOWN, ANYONE?!?!



RAMBI REWARDS

AS YOU LEAP OFF THIS HILL, YOU'LL CATCH SIGHT OF A GLIMMERING GOLD RAMBI TOKEN IN THE UPPER RIGHT TREETOP. TO REACH IT, SWING ON THE VINE TO THE RIGHT...

WHEN IT'S LEVEL WITH THE TREETOP (AT ITS MAXIMUM LEFT SWING), JUMP OFF THE VINE TO SNATCH THE RAMBI TOKEN. THREE OF THESE RHINOS GETS YOU A BONUS ROUND!



BARRELIN' BONUS LEVEL

AFTER YOU SNATCH THE GOLD
LETTER "O" HERE, WALK OFF THE
PALM TREE AND FALL STRAIGHT
DOWN...

YOU'LL LAND IN A BARREL
CANNON THAT WILL HURL YOU
OFF TO A VERY RIPE
BONUS LEVEL...

SLIP DOWN THE VINES TO REACH
THE LOWEST BANANAS, THEN
CLIMB UP A LITTLE AND LEAP TO
THE NEXT VINE, BUT BE CAREFUL
YOU DON'T SLIP DOWN TOO FAR,
OR ELSE YOU SLIP AWAY!

AT THE END, HELP YOURSELF TO
THE GOLD LETTER "N" HERE
BEFORE YOU MAKE YOUR
GRAND DEPARTURE

WINKY WINNER

WHEN YOU EXIT THE LAST
BONUS LEVEL YOU'LL WIND UP
LANDING HARD HERE,
DISLODGING A BOUNCY RUBBER
TIRE. (MAKE SURE YOU DON'T
TOUCH ANY OF THE CONTROL
PAD BUTTONS WHEN YOU EXIT
THE LAST BONUS LEVEL, OR ELSE
YOU'LL OVERSHOOT THE SOFT
GROUND HERE.) IF YOU SKIPPED
THE LAST BONUS LEVEL, A HARD
LEAP OFF THE LAST VINE AND
OVER THE ZINGER WILL ALSO
FREE UP THE TIRE...

ROLL IT RIGHT TO THE PALM
TREE THEN JUMP UP ONTO IT...

ROPEY RAMPAGE!

WINKY WINNER CONT.

TAKE A LEAP OFF THE RIGHT AND
LAND ON THE SOFT GROUND
HERE TO DISLodge A GOLD
WINKY TOKEN!



ONE MO' 1-UP

BEFORE YOU LEAVE THE LEVEL,
BACK TRACK TO THIS ARROW
SIGN AND DROP DOWN OFF THE
EDGE TO LAND IN THE BARREL
CANNON THAT'S
BARELY VISIBLE HERE...



YOU'LL BLAST UP TO A BALLOON
GUESSING GAME BONUS ROUND.
THE TRICK TO PICKING THE RIGHT
BARREL IS TO STARE INTENSELY
AT THE SPACE JUST ABOVE YOUR
APE'S HEAD, RATHER THAN AT
THE BARRELS. WHEN THE
BALLOON'S STOP SHUFFLING,
CHANCES ARE YOUR PERIPHERAL
VISION WILL DETECT THE VERY
LAST BARREL THE BALLOON
APPEARED OVER...



GO FOR IT!



REPTILE RUMBLE

REPTILE RUMBLE GIVES YOU YOUR FIRST CLAUSTROPHOBIC TASTE OF DONKEY KONG'S TIGHT-SQUEEZE CAVES. THE MUTED DARK TONES HERE GIVE THESE LEVELS AN OVERALL OMINOUS FEELING, BUT THEY'RE ACTUALLY NOT AS TROUBLESOME AS THEY SEEM. MAYBE BECAUSE THEY ARE SO CONSTRICTED THEY SEEM A LITTLE CLEARER-CUT TO FIGURE OUT AND BEAT. IN THAT FIRST BONUS CAVE YOU'LL HAVE TO SCRUNCH THROUGH THE LOW TUNNEL FAST TO MAKE IT TO THE PLATFORM AND CATCH THE RED 1-UP BALLOON. IF YOU HAVEN'T NOTICED IN THE PREVIOUS TWO LEVELS ALREADY, LIFE-UP BALLOONS FLOAT AWAY AS YOU APPROACH THEM, SO YOU NEED TO NAB THEM QUICKLY!

HAVE YOU NOTICED THAT TIMING YOUR BOUNCE ATTACKS CAN HAVE A WONDERFUL REPEATING EFFECT? TRY IT ON THE FIRST LINE OF KRITTERS YOU ENCOUNTER. THE TRICK IS TO BOUNCE ATTACK THE FIRST KRITTER, THEN PRESS THE CONTROL PAD RIGHT AS YOU'RE BOUNCING IN THAT DIRECTION, TO BOUNCE THE NEXT KRITTER, AND THE NEXT, AND SO ON. IN MANY CASES, YOU CAN BOUNCE A WHOLE SLEW OF BADDIES IN THIS FASHION, WITHOUT EVER TOUCHING THE GROUND. THE THREE BONUS ROOMS IN THIS LEVEL HAVE A COOL PURPLE COLOR TO THEM, AS THOUGH WE'RE DOWN IN THE DEEPEST, DARKEST RECESSES OF DONKEY KONG COUNTRY ISLAND. AND YES, IT IS AN ISLAND, IF YOU HAVEN'T NOTICED. EVER SEEN "KING KONG," THE MOVIE? SOME COINCIDENCE, EH?

REPTILE RUMBLE

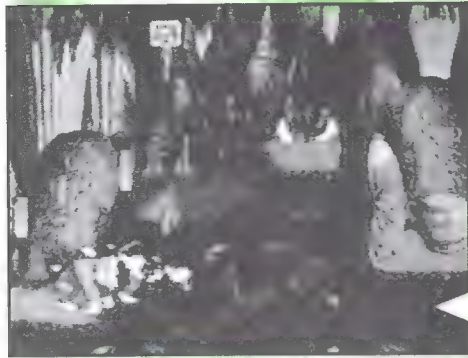
SOCKIN' SLIPPAS

A SINGLE BOUNCE ATTACK OR A SPINNING ATTACK IS ALL IT TAKES TO SOCK A SLIPPA. OF COURSE YOU CAN ALWAYS CHUCK A BARREL, WHICH LETS YOU SLAM SLIPPAS FROM A SAFE DISTANCE.



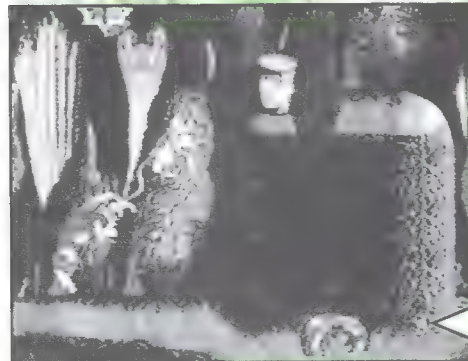
KRASHIN' KRITTERS

DITTO FOR KRITTERS—BOUNCES OR SPIN ATTACKS DO THEM IN FAST AND EASY. DEPENDING ON YOUR TIMING, YOU CAN SQUASH KRITTERS WITH ONE SINGLE, CONTINUOUS BOUNCE ATTACK.



"K" MARKS THE SPOT:

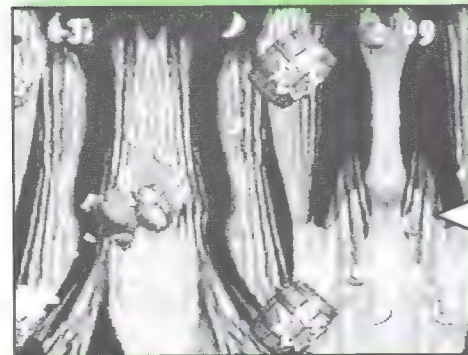
THROW A BARREL AT THE LOW WALL BELOW THE "K" AND YOU'LL BREAK THROUGH TO A BONUS LEVEL...



CHARGE THROUGH FAST AND LEAP ONTO THE PLATFORM TO REACH THE 1-UP QUICKLY, OR ELSE IT'LL FLOAT PAST YOUR FURRY FINGERS.

PINBALL WIZARD

AT THIS PLATFORM, LEAP UP TO THE DK BARREL AND BUST IT OPEN IF YOU LOST YOUR BUDDY...



THEN JUMP LEFT INTO THE BARREL CANNON TO ROCKET TO A BANANA-EATIN' BONUS LEVEL...

JUMP INTO THE BARREL CANNON AND YOU'LL BLAST LIKE A SPEEDIN' PINBALL THROUGH THE REST OF THE BONUS ROUND.





THREE STRIKES

TIME YOUR FIRST BOUNCE
ATTACK HERE JUST RIGHT AND
YOU CAN KNOCK OUT THE NEXT
TWO KRITTERS BY SIMPLY
PRESSING RIGHT ON THE
CONTROL PAD.

DOUBLE ZINGER

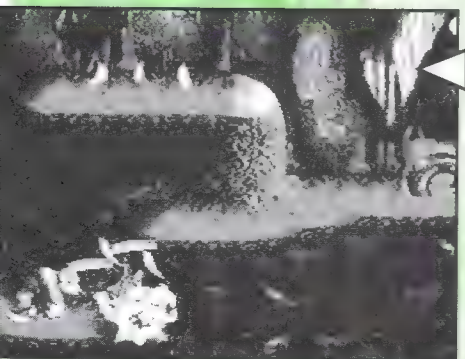
THERE ARE TWO WAYS TO KILL A
ZINGER: HIT IT WITH A
BARREL, OR BOUNCE ON IT WHILE
RIDING AN ANIMAL FRIEND, SUCH
AS WINKY OR RAMBI. TO FOIL
THIS PAIR, WAIT FOR THE FIRST
ONE TO GO HIGH, THEN DROP
DOWN INTO THE CRACK, SNATCH
THE 'NANAS, THEN JUMP UP ON
THE TIRE PLATFORM WHEN THE
ZINGER'S HIGH AGAIN. BOUNCE
UP FOR THE GOLD LETTER, THEN
CAREFULLY DROP DOWN BELOW
THE SECOND ZINGER FOR HIS
STASH. JUMP UP RIGHT
WHEN THE COAST IS CLEAR.



SLIPPA BONUS ROUND

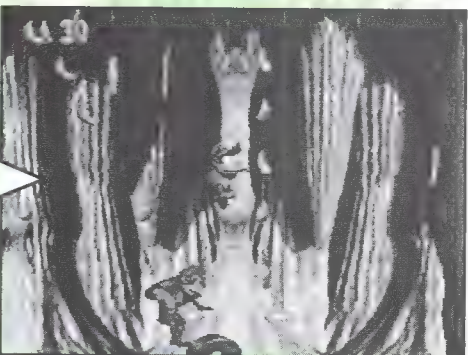
SNATCH EITHER ONE OF THESE
BARRELS AND TAKE IT A FEW
STEPS RIGHT...

NAIL THE TWO SLIPPAS, THEN GO
BACK FOR THE OTHER BARREL...



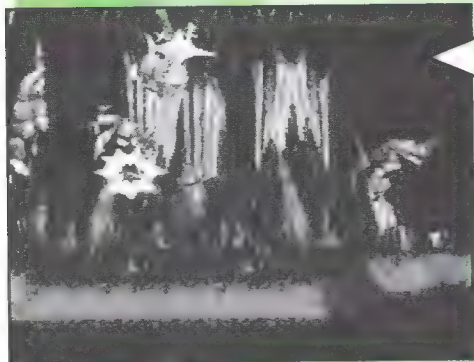
TOSS IT AT THE LOW WALL WHERE
YOU JUST BOMBED THE SLIPPAS
TO REACH A BONUS LEVEL...

TAKE YOUR TIME HERE AND
BOUNCE YOUR WAY TO SOME
MORE BANANAS.



HIGH BOUNCE

THE ONLY WAY TO REACH THAT GOLD ENGUADE TOKEN UP THERE IS BY BOUNCE ATTACKING THE KRITTER WHEN HE'S UNDER IT.



FOUR TIMES TOAST

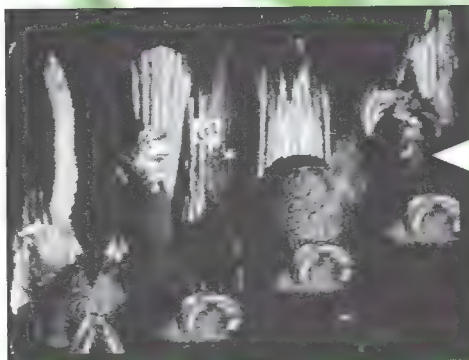
CAREFUL HERE WITH YOUR BOUNCE ATTACK—AFTER NAILING THE FIRST TWO SLIPPAS, YOU MIGHT LAND AND GET BITTEN BEFORE YOU CAN BOUNCE THE NEXT TWO. A SPIN ATTACK WORKS BEST IN THIS SITUATION, THEN SNAG THOSE BANANAS.



YOU'RE OUTTA HERE

ONCE AGAIN, TIMING IS KEY HERE TO KNOCKING OUT THE LAST TWO KRITTERS BETWEEN YOU AND THE EXIT...

YOU CAN LURE THEM AWAY FROM THE BOUNCY TIRES TO SOLID GROUND BY APPROACHING THEM, THEN RUNNING BACK TO THE LEFT, WHERE YOU CAN MORE EASILY NAIL THEM.



CORAL CAPERS

NO PROBLEM SWIMMING, I HOPE. WHAT A STRANGE FEELING YOU GET IN THESE UNDERWATER LEVELS. ON THE ONE (FURRY) HAND, THERE'S THIS DREAMY, FLOATY QUALITY TO YOUR MOVEMENTS. AT THE SAME TIME, CONTROLLING YOUR KONGS IS SORT OF SLUGGISH—NOT IN A BAD WAY, BUT IN AN AUTHENTIC WAY. LIKE REAL LIFE, WATER DOES SLOW YOU DOWN A LITTLE WHEN YOU'RE IN IT AND DOING THE DONKEY PADDLE. OF COURSE IF YOU GET ENGUARDE, WHO IS BEAUTIFULLY RENDERED, WITH HIS SHIMMERING SKIN AND HUGE AFFECTING EYES, SWIMMING GOES A LOT EASIER—PLUS, AS AN ADDED BONUS, YOU CAN RISK YOUR LIFE WITH LESS WORRY. IF ENGUARDE GETS HIT, YOU LOSE HIM, RATHER THAN YOUR BUDDY OR YOUR OWN LIFE. MORE THAN ANYWHERE ELSE, THE CROCTOPUS SECTIONS ARE PROBABLY WHERE YOU'LL LOSE YOUR HIDE—AVOIDING THOSE SPINNING SUCKERS TAKES NEARLY PERFECT TIMING. HAVE YOU SEEN WHAT THEY LOOK LIKE BEFORE THEY START SPINNING? IT'S HARD TO CATCH A PEEK AT THEM IN THEIR RELAXED STATE, BUT DO TRY—THE MOTTLED PATTERNS OF THEIR SKIN ARE EXQUISITELY RENDERED!

WHILE YOU'RE MAYBE TEMPTED TO PRESS THE "Y" BUTTON TO HAVE ENGUARDE CHARGE BADDIES IN YOUR PATH, HE'LL ACTUALLY SPEAR THEM AUTOMATICALLY IF THEY GET TOO CLOSE FOR COMFORT. IF YOU DO GET KNOCKED OFF ENGUARDE, TRY TO SWIM AFTER HIM TO GET BACK ON HIS BACK. THIS IS A LOT EASIER IF YOU'RE IN A TIGHT SPACE, SINCE ENGUARDE SOMETIMES GETS TRAPPED AND SWIMS BACK AND FORTH, MAKING CATCHING UP WITH HIM A HECK OF A LOT EASIER. THE SECRET ROOMS IN THIS LEVEL ARE ONES YOU WILL HAPPEN UPON BY ACCIDENT (OR WATCH FOR THEM, AS DESCRIBED IN THE STRATEGY TEXT). GENERALLY, LIKE THOSE LEAPS OF FAITH WE TALKED ABOUT EARLIER, THERE'S NO MARKER TO INDICATE A SECRET ROOM. FAIR OR NOT, IT'S A THRILL WHEN YOU DO FIND ONE—ESPECIALLY THE ONE NEAR THE END OF THE LEVEL, WITH THE EXPRESSO TOKEN, THAT'S GUARDED BY A PAIR OF CHOMPS.

CORAL CAPERS!

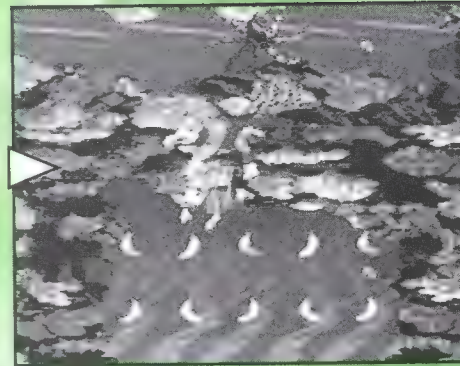
UPWARD BOUND

IN THIS FIRST UPSHAFT, GO ALL THE WAY TO THE TOP TO SNATCH THE GOLD LETTER "K" THAT'S HIDDEN THERE.



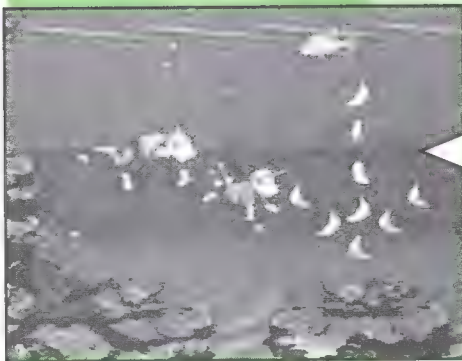
CROCK ROCKIN'

WHEN YOU REACH YOUR FIRST CROCTOPUS HERE, HANG OUT FOR A SECOND UNTIL IT COMES BACK AROUND. WHEN IT DOES, GO IMMEDIATELY DOWN TO THE MIDDLE, THEN, DROP DOWN THROUGH THIS FALSE CORAL WALL TO REACH A ROOM OF YUMMY BANANAS. TO LEAVE, WAIT FOR THE CROCTOPUS TO ZIP PAST AGAIN, THEN QUICKLY SWIM UP AND TO THE RIGHT.



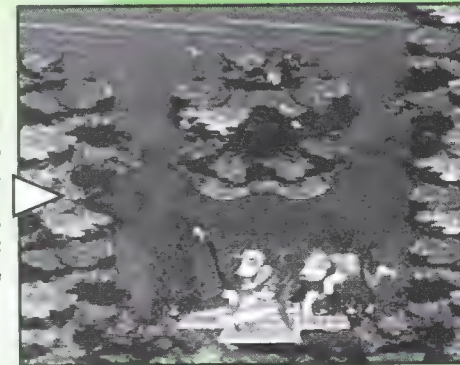
ENGUARDE!

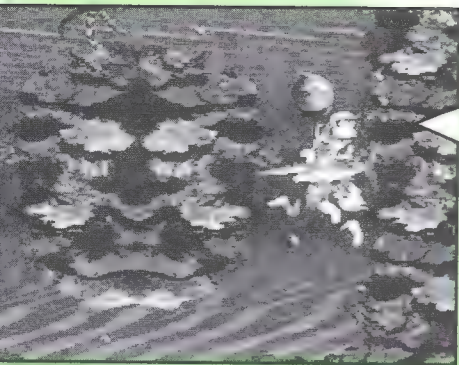
IMMEDIATELY AFTER THE FIRST CROCTOPUS YOU'LL COME TO THIS BUNCH OF BANANAS POINTING DOWN...



THAT'S YOUR CLUE TO GO DOWN THERE AND CLIMB ABOARD ENGUARDE! PRESS THE "B" BUTTON TO MAKE HIM LUNGE AND SPEAR BADDIES OUT OF YOUR WAY. TOUCHÉ!

WARNING: WHILE ENGUARDE'S TOUGH, HE'S NO MATCH FOR THE CROCTOPUSES, OR FOR THE PEARL-BOMBS YOU'LL ENCOUNTER AT THE VERY END OF THIS LEVEL! CAREFUL SWIMMING IS THE ONLY WAY AROUND THESE TWO TROUBLE MAKERS.



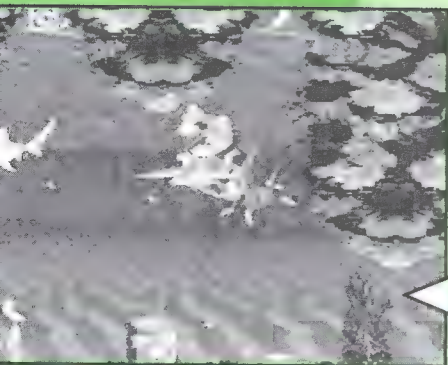


1-UP FOR QUICKIES

TO GET THIS 1-UP AT THE SECOND CROCTOPUS, YOU'VE GOT TO ACT VERY FAST. AS SOON AS YOU COME UP THIS UPSHAFT, BOLT UP AND TO THE RIGHT TO SNATCH THE 1-UP BALLOON, THEN QUICKLY GO DOWN, ACROSS, AND UP TO THE NEXT PASSAGE.

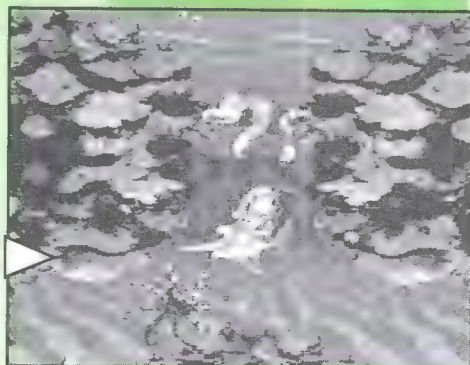
RIDE 'EM DK!

BESIDES LETTING YOU SPEAR BADDIES, ENGUARDE WILL TAKE A FIRST HIT FOR YOU IF YOU ACCIDENTALLY RUN INTO TROUBLE. IF YOU HIT A BADDIE YOU'LL GET KNOCKED OFF ENGUARDE, BUT USUALLY HE SWIMS BACK AND FORTH A FEW TIMES, CLOSE BY, MAKING IT EASY FOR YOU TO CLIMB BACK ONTO HIS BACK. YEE HA!



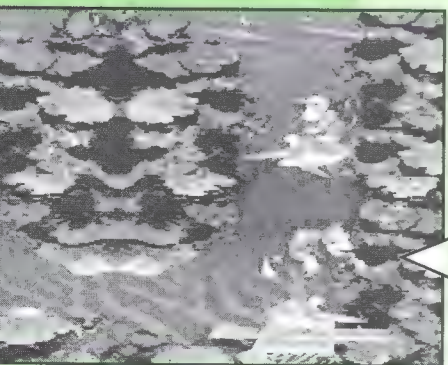
GOING UP!

AT THIS CONTINUE BARREL, MAKE SURE YOU SWIM UP TO THE TOP OF THE SCREEN TO REACH THE HIDDEN LETTER "O" AND SOME EXTRA BANANAS.

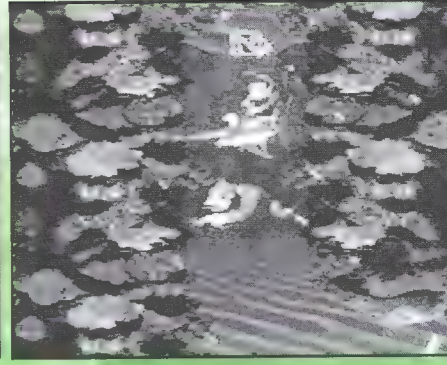
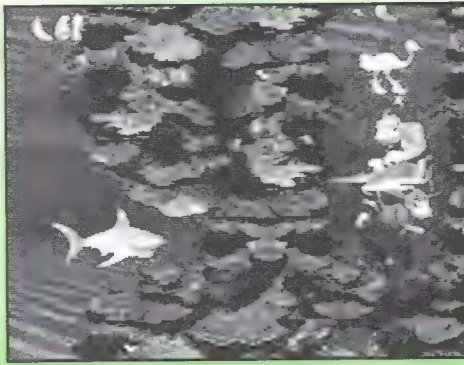
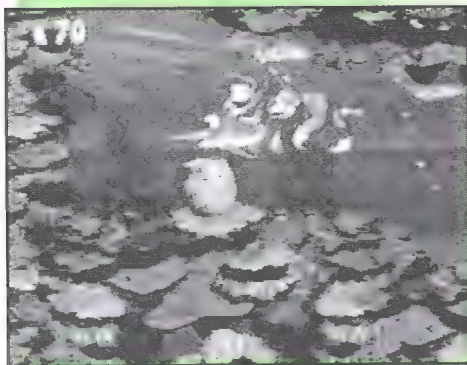


ENGUARDE'S TWIN?

AT THIS THIRD CROCTOPUS YOU CAN REACH ENGUARDE AGAIN, DOWN BELOW, IF YOU LOST HIM EARLIER...

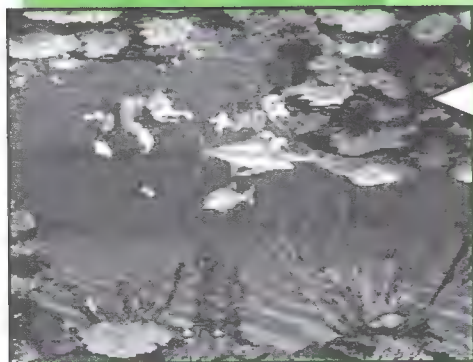


IF YOU'RE ALREADY RIDING HIM, YOU WON'T BE ABLE TO TAKE HIS TWIN ALONG FOR YOUR BUDDY—BUMMER, 'CAUSE RIDING DOUBLE BEATS RIDING ALONE!



EXPRESSO BONUS!

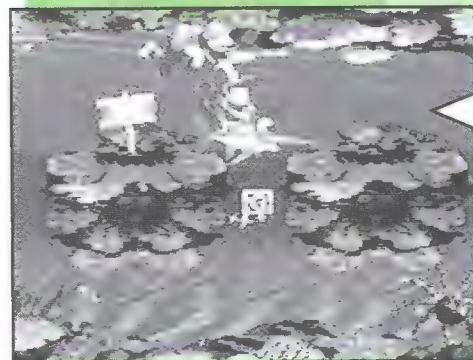
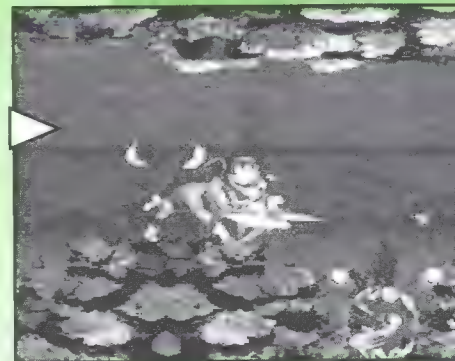
AT HIS DK UPSHAFT, GET READY FOR SOME ACTION! GO UP SLOWLY... WHEN CHOMPS PASSES, SLIP TO THE RIGHT OF HIM AND YOU'LL REACH A SECRET ROOM WITH A GOLDEN EXPRESSO TOKEN! SNATCH IT, THEN FLOAT UP AND GO LEFT—BUT TAKE IT SLOWLY, BECAUSE THERE'S A SECOND CHOMPS HERE... MAKE SURE YOU SWIM TO THE VERY TOP OF THE UPSHAFT, WHERE YOU'LL FIND A HIDDEN GOLDEN LETTER "N"!



ALMOST OUTTA HERE

WHEN YOU COME TO THESE BITESIZES, SWIM AT THE VERY TOP OF THE SCREEN TO AVOID THEM...

NEXT YOU'LL ENCOUNTER A PEARL-BOMB SPITTING CLAMBO. WAIT FOR THE PEARLS TO FLOAT UP PAST YOU, THEN RACE PAST CLAMBO.



DEADLY FIGURE 8

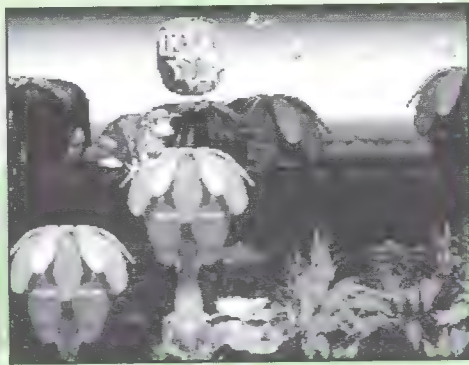
THE FOURTH CROCTOPUS GUARDING THE EXIT AND LAST LETTER DOES A DEADLY FIGURE EIGHT AROUND THE TWO CENTER CORAL WALLS. WAIT FOR HIM TO GO PAST YOU, THEN FOLLOW HIM RIGHT, DOWN (TO GET THE "G"), THEN SWIM UP AND TO THE RIGHT—FRESH AIR AT LAST!

BARREL CANNON CANYON

IN A WORD, THIS LEVEL IS A BLAST. RIGHT UP FRONT YOU'RE REWARDED FOR GOING TO THE LEFT, WHERE THERE'S A BARREL CANNON THAT, WHEN YOU LAND IN IT, SHOOTS YOU ALONG A ROUTE THAT BLASTS YOU THROUGH THE FIRST QUARTER OF THE LEVEL IN SECONDS FLAT. WHAT'S ESPECIALLY INTERESTING ABOUT THIS QUICK BLAST SERIES IS HOW THE BACKGROUND ZIPS BY SO FAST, BUT STILL CLEARLY, RATHER LIKE ANOTHER GAME WHOSE NAME WE WON'T MENTION, BUT FEATURES A SPINNING BLUE HEDGEHOG. (THOSE SPINNING ARMIES RATHER REMIND ME OF THAT OTHER CHARACTER AS WELL.) THERE'S A LESSON TO BE LEARNED IN TAKING THE EASY HIGH ROAD IN THIS LEVEL, AND IN OTHERS, HOWEVER, YOU'LL MISS SOME GOODIES, LIKE THAT GOLD WINKY TOKEN THAT SEEMS NEXT TO IMPOSSIBLE TO REACH. TO GET IT, YOU'LL HAVE TO RESORT TO THE TRICKY ROLL/JUMP MANEUVER. DIDDY "FEELS" A LITTLE BETTER MAKING THE LEAP, SO I SUGGEST HIM. (HE'S ACTUALLY MY FAVORITE LEAD FOR ALMOST EVERY LEVEL, TO TELL YOU THE TRUTH. HE'S SMALL, WHICH MAKES HIM A HARDER TARGET TO HIT, AND FEELS MORE AGILE AND FASTER ON HIS FEET.)

LATER IN THIS LEVEL, AFTER THE CONTINUE BARREL, WHEN YOU REACH YOUR FIRST TNT BARREL, YOU'LL GET YOUR FIRST TASTE OF TRANSPORTING A BARREL CAREFULLY. AS DESCRIBED IN THE STRATEGY TEXT, YOU'VE GOT TO BACKTRACK WITH THE BARREL WITHOUT BLOWING IT UP BY HITTING A KRITTER. IF YOU HAVEN'T TRIED IT ALREADY, PRACTICE PUTTING DOWN A BARREL YOU'VE PICKED UP. (DO THIS BY PRESSING THE CONTROL PAD DOWN BUTTON, THEN RELEASING THE "Y" BUTTON.) THE OTHER SKILL YOU'LL GET PLENTY OF PRACTICE PERFECTING HERE IS TIMING YOUR BARREL BLASTS FROM ONE TO THE NEXT. IT TAKES PATIENCE AND A KEEN EYE, BUT NOT PERFECT TIMING, EXACTLY. HAVE YOU NOTICED THAT IF YOU OVER- OR UNDER-SHOOT BY A FEW HAIRS, THE BARREL WILL APPEAR TO SUCK YOU INTO IT ANYWAY? SOME SEEM MORE FORGIVING THAN OTHERS, ESPECIALLY IN THE EARLIER LEVELS. LATER, IN THE SNOWY SECTIONS OF THE GAME, YOU'LL WISH FOR SUCH FORGIVENESS!

BARREL CANNON CANYON



TAKE THE HIGH ROAD

THE EASIEST WAY TO START THIS LEVEL IS BY GOING LEFT AT THE BEGINNING. JUMP UP ONTO THE CAVE ENTRANCE AND CLIMB UP TO THE BARREL CANNON TO BLAST THROUGH THE FIRST LETTER, "K"... YOU'LL WIND UP ON THIS TREE TOP. TO STAY ON THE HIGH ROAD COURSE, JUMP UP INTO THE BARREL CANNON... IT'LL LAND YOU IN THIS TREE TOP WITH A DK BARREL...



RAMBI BONUS BOUNCE!

WHEN YOU REACH THESE THREE JUMPY KRITTERS, MAKE SURE YOU BOUNCE ATTACK ONE OF THEM WHILE IT'S LEAPING, SO THAT YOU LAND ON THE PALM TREE ABOVE...

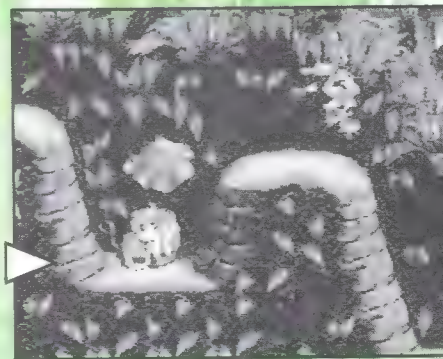
LEAP TO THE RIGHT TO REACH THE RAMBI BONUS TOKEN...

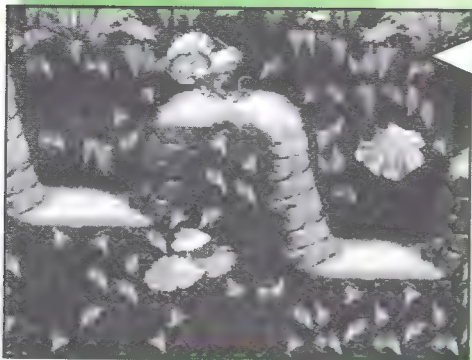


LEAP TO THE RIGHT BARREL CANNON TO STAY ON THE HIGH ROAD COURSE.

ENGUARDE BONUS ROUND

WHEN YOU REACH THIS TNT BARREL, TAKE IT...

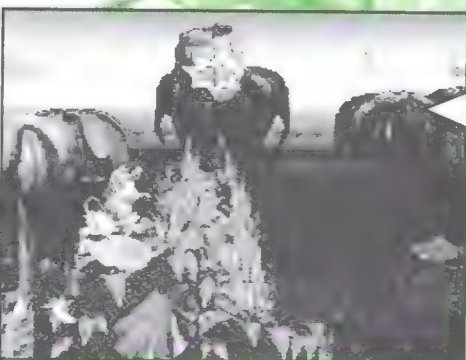
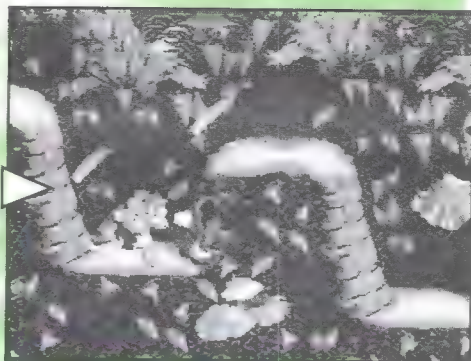




ENGUARDE BONUS ROUND CONT.

THEN BACKTRACK WITH IT TO
THE LEFT, TO THE PREVIOUS PIT...

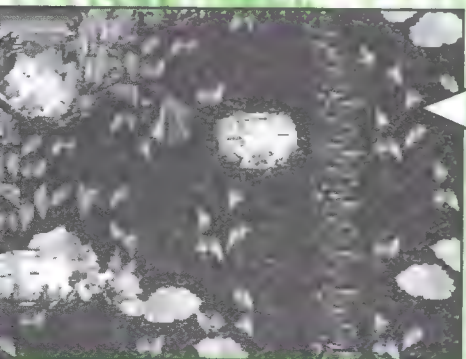
BLAST THROUGH THE WALL
HERE TO REACH A
BONUS LEVEL...



ANOTHER SECRET 1-UP!

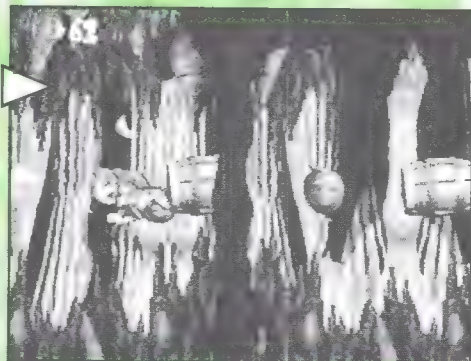
TO REACH ANOTHER SECRET 1-UP
ROOM, DROP DOWN TO THE
RIGHT INSTEAD OF JUMPING
INTO THE BARREL CANNON HERE
(AFTER YOU TAKE THE RAMBI
TOKEN)...

JUMP INTO THE BARREL
CANNON TO THE RIGHT...



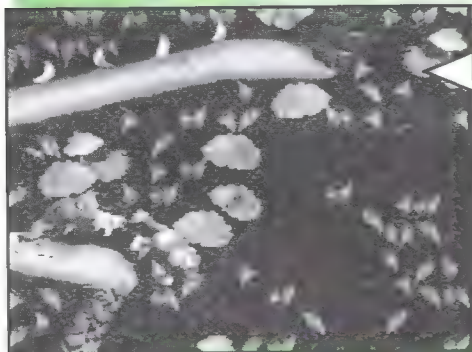
WHEN YOU REACH THIS BARREL,
SHOOT YOURSELF INTO THE
WALL INSTEAD OF THE
BARREL CANNON...

YOU'LL REACH THIS SECRET
BONUS LEVEL, WHERE YOU'LL GET
BANANAS, A DK BARREL,
AND A 1-UP!

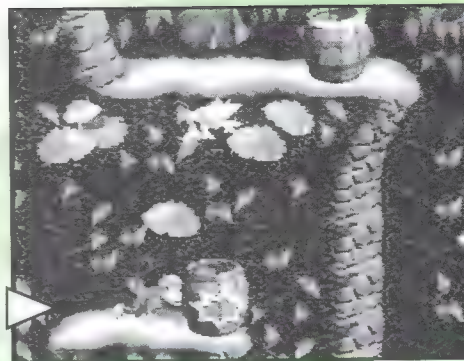


WINKY SPIN LEAP

TO SNAG THE WINKY TOKEN NEAR THE BEGINNING OF THE LEVEL, YOU'LL NEED TO PERFORM THE TRICKY ROLL/LEAP MANEUVER. START AT THE LEFT EDGE, THEN PRESS "Y" TO SPIN AND CONTROL PAD RIGHT...



JUST AS YOU'RE ABOUT TO FALL DOWN THE HOLE PRESS THE "B" BUTTON AND CONTROL PAD RIGHT TO RECOVER FROM THE SPIN AND MAKE IT SAFELY TO THE RIGHT LEDGE, WHERE YOU CAN NOW BLAST UP TO WINKY!



THE FINAL STRETCH

AFTER YOU PASS THE "RIGHT ARROW" EXIT SIGN, BOUNCE THESE KRITTERS WHILE THEY'RE IN THE AIR TO LAND YOURSELF IN THE BANANA-HEAVY TREETOP ABOVE. FROM THERE, TAKE A RUNNING LEAP RIGHT...



TO REACH THE LETTER "G."



WINKY'S WALKWAY

WHAT AWESOME LIGHTING EFFECTS THIS LEVEL HAS! I ESPECIALLY LIKE THE SLOWLY ROCKING OVERHEAD LAMPS, THAT CAST A SMOKY LIGHT ON OUR TWO FURRY HEROES. IT'S AS THOUGH THEY'RE ON-STAGE IN A BROADWAY PLAY SET (A LA WOODY ALLEN'S, "**BULLETS OVER BROADWAY**" SAY, OR HIS EQUALLY ENTERTAINING "**MANHATTAN MURDER MYSTERY**"). INSTEAD OF TREETOPS AND LEDGES, WE'VE GOT PLATFORMS THAT LOOK RATHER RICKETY, BUT OF COURSE, HOLD YOUR WEIGHT JUST FINE. THAT IT'S SO DARK HERE MAKES IT SOMETIMES DIFFICULT TO SEE EXACTLY HOW FAR AN EDGE EXTENDS, SO YOU MIGHT WANT TO TURN UP YOUR TV'S BRIGHTNESS A LITTLE. ALTHOUGH DIDDY'S MY FAVORITE LEAD FOR MOST LEVELS, HIS SHORTNESS IS A LIABILITY WHEN IT COMES TO LEAPING TO THE HIGHEST BANANAS IN THE LEVEL'S BONUS ROOM. IF YOU HAVEN'T NABBED WINKY, OR HAVE LOST HIM BY THE TIME YOU REACH THE BANANA BONUS ROOM, SWITCH TO DONKEY KONG AND LET HIM DO THE PICKIN', SINCE HE CAN REACH A BIT HIGHER THAN THE ITTY-BITTY DIDDY.

LIKE JUNGLE HIJINX, THIS LEVEL IS A GOOD ONE TO COME BACK TO TO RACK UP LOTS OF EXTRA LIVES BY GATHERING WINKY TOKENS THEN PLAYING HIS PART IN HIS SPECIAL SUBTERRANEAN BONUS ROUND. JUNGLE HIJINXS IS STILL MY FAVORITE LEVEL TO RETURN TO WITH ALL ITS ULTRA-EASY LIFE-UPS. HAVING DONE IT SO MANY TIMES, I CAN PRACTICALLY DO IT WITH MY EYES CLOSED. HMM, THAT'S NOT SAYING MUCH FOR MY SOCIAL LIFE, IS IT? THEN AGAIN, THE BACKS OF MY HANDS ARE A LITTLE FURRY, AND I'VE BEEN EATING MORE BANANAS THAN EVER NOW THAT I'M SWIMMING (THEY SAY THE POTASSIUM IS GOOD FOR PREVENTING MUSCLE CRAMPS...), HOWEVER I'VE NEVER ENCOUNTERED ENGUARDE AT THE BOTTOM OF THE LOCAL UNIVERSITY POOL... WHICH REMINDS ME, TAKE A BREAK, DUDES AND DUDETTES! YEAH, THIS MONKEY BUSINESS IS A BLAST, BUT IF YOU DON'T WALK AWAY FROM IT NOW AND THEN FOR A SPELL YOU'LL NOT ONLY DO SOME SERIOUS DAMAGE TO YOUR THUMB AND WRISTS (I'M TYPING THIS WITH MY TOES...JUST KIDDING), YOU'LL ALSO GET FRUSTRATED. I FIND THAT BY LEAVING A FRUSTRATING LEVEL THAT'S GOT ME SNAGGED THEN COMING BACK TO IT LATER—A FEW HOURS LATER, OR THE NEXT DAY—GETTING THROUGH IT A CINCH. GOTTA GIVE THOSE SIMIAN CELLS A CHANCE TO REGENERATE, IS ALL.

WINKY'S WALKWAY! NECKY KNOCKING

MEET THE NECKY BIRD! TO KNOCK HIM OUT, DO YOUR BOUNCE ATTACK BY TAKING A HIGH LEAP AND LANDING ON HIM. MAKE SURE YOU TIME IT RIGHT, OR ELSE YOU'LL RUN INTO HIM TOO SOON, BEFORE YOU COME DOWN FROM YOUR LEAP.

KRITTER LITTER

A REGULAR BOUNCE ATTACK OR SPIN ATTACK WILL TAKE DOWN THESE KRITTERS, HOWEVER FOR SOME EXPLOSIVE FUN, GRAB THE NEARBY BARREL AND THEN BOUNCE ON THE FIRST KRITTER—THE FORCE WILL CAUSE THE BARREL TO KNOCK OUT THE SECOND KRITTER WITH A BANG!

WINKY BOUNCE!

MAKE SURE YOU TIME YOUR BOUNCE ATTACK JUST RIGHT ON THIS NECKY SO THAT YOU WIND UP ON THE PLATFORM ABOVE, WHERE YOU'LL FIND WINKY. IF YOU SCREW UP THE JUMP ON THE FIRST NECKY, GO TO THE ONE ON THE RIGHT AND TRY AGAIN.

WINKY WHOOPING

WINKY'S GOT A MIGHTY LEAP AND A MEAN BOUNCE ATTACK OF HIS OWN. TRY TO TIME BOUNCES SO THAT YOU LAND ON TOP OF BADDIES.

"O" BOY

YOU'LL ONLY BE ABLE TO REACH THIS "O" IF YOU'RE RIDING WINKY—WITHOUT HIM NEITHER DIDDY KONG OR DONKEY KONG CAN MAKE THIS HIGH, HIGH JUMP.

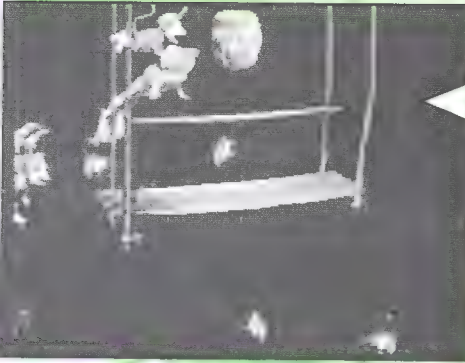
PART 2: MONKEY MINES

WHO TURNED OUT THE LIGHTS?!?! THIS PART OF THE ISLAND IS DARK, FELLAS, SO TAKE YOUR TIME AND KEEP YOUR EYES PEELED FOR DANGER—IT'S LURKING AROUND EVERY CORNER! HAVE YOU MASTERED THE "Y" BUTTON'S SPEED BOOST FOR RUNNING, AND, WHEN HELD DOWN, FOR LETTING YOU TAKE FARTHER LEAPS WHEN YOU PRESS THE "B" BUTTON? BETTER BRUSH UP ON THESE MONKEY MANEUVERS DUDES, 'CAUSE YOU'RE GOING TO HAVE TO DO SOME QUICK STEP-PING AND LONG JUMPING IN ORDER SEE THE LIGHT AT THE END OF THESE TUNNEL-VISION LEVELS!



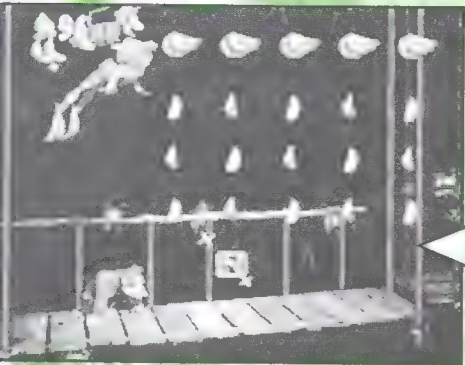
ONWARD HO

ONCE YOU'VE HIT THIS CONTINUE BARREL YOU WILL START OVER FROM HERE IF YOU SLIP UP FARTHER ALONG IN THE LEVEL. IF YOU START HERE AGAIN, YOU CAN BACKTRACK TO WINKY IF YOU WANT TO HAVE HIM ALONG FOR THE RIDE.

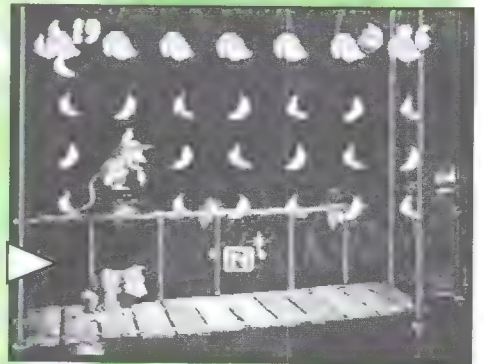


BANANA BONUS!

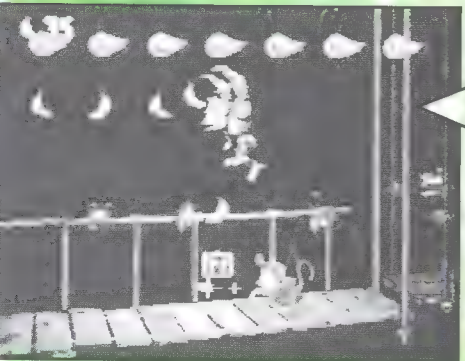
WITH WINKY, REACHING THIS BARREL CANNON IS A CINCINCH. IF YOU AREN'T RIDING WINKY, BOUNCE ATTACK NECKY JUST RIGHT AND YOU'LL REACH THE BARREL CANNON JUST THE SAME...



WINKY'S EXTRA-LONG LEAP GETS YOU THE HIGHEST BANANAS HERE...



DIDDY CAN ONLY REACH THE FIRST TWO LEVELS OF BANANAS...



SO IF YOU'RE WITHOUT WINKY, LET DONKEY KONG SNATCH UP WHAT'S HERE, SINCE HE CAN ALMOST REACH THE HIGHEST BUNCHES!

EXPRESSO BONUS!

YOU'LL NEED TO BE RIDING WINKY TO REACH THIS EXPRESSO BONUS. MAKE SURE YOU TIME YOUR LEAP RIGHT SO THAT YOU NOT ONLY GET THE EXPRESSO TOKEN, BUT ALSO NAIL THAT PESKY ZINGER!

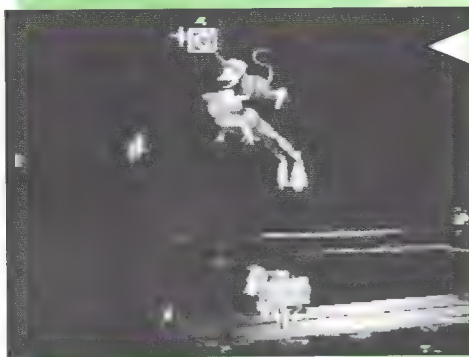


WINKY'S WALKWAY!

"G" WHIZ!

WINKY CAN REACH THIS "G"
NO PROBLEM...

BUT YOU CAN MAKE IT WITHOUT
HIM AS WELL, AS LONG AS YOU
BOUNCE ATTACK THE NECKY
HERE WHEN HE'S UP HIGH, SO
THAT YOU CAN DROP PAST THE
"G" ON YOUR DESCENT TO THE
RIGHT PLATFORM.



ADIOS WINKY

AFTER YOU EXIT THIS LEVEL
WINKY SAYS GOOD-BYE UNTIL
NEXT TIME. COME BACK
TO THIS LEVEL OFTEN IF
YOU'RE LOW ON LIVES—LIKE
THE FIRST LEVEL, JUNGLE
HIJINXS, IT'S EASY TO
PLAY, AND REPEATING
IT OVER AND OVER WILL
EARN YOU EXPRESSO
BONUS ROUNDS FOR
RACKING UP TONS
OF EXTRA LIVES.



MINE CART CARNAGE

"CARNAGE," WHAT AN APT DESCRIPTION. WHAT A NIGHTMARE THIS LEVEL IS AT FIRST! INDEED, TIMING IS EVERYTHING HERE. UNLESS, OF COURSE, YOU TAKE THE EASY WAY OUT AND SKIP THE LEVEL ENTIRELY BY JUMPING INTO THE SECRET WARP AT THE VERY BEGINNING! TALK ABOUT SNEAKY, THERE'S NO WAY YOU'D EVER KNOW THAT THE SECRET WARP IS EVEN THERE. ONCE AGAIN, I FOUND IT BY ACCIDENT—CALL IT INSTINCT, BUT I JUST FIGURED THERE HAD TO BE SOMETHING DOWN THERE! AND HEY, IS IT JUST ME, OR DOES THIS LEVEL REMIND YOU OF THAT **"INDIANA JONES"** FLICK IN WHICH HE AND HIS LITTLE BUDDY ARE HAWLIN' REAR THROUGH AN EQUALLY BAD MINE IN AN EQUALLY THRILLING, FRIGHTENING, AND HEART-STOPPING FASHION? UH HUH, I THOUGHT SO. WHAT'S TRICKY HERE ISN'T JUST MAKING IT ACROSS THE GAPS, BUT ALSO KNOWING WHEN NOT TO JUMP, IN ORDER TO REACH SOME OF THE EXTRA GOODIES.

BECAUSE THERE IS LITTLE BACKGROUND ART TO THIS LEVEL, KEEPING UP WITH OUR HEROES IS MUCH SMOOTHER THAN YOU'D EXPECT AT THESE HIGH SPEEDS. THIS IS MOSTLY BECAUSE LESS BACKGROUND MEANS LESS PROCESSING ON THE COMPUTER'S BEHALF. IT'S A CLEVER TRICK. THERE ARE NO BONUS ROOMS IN THIS LEVEL, AND THAT'S JUST FINE WITH ME. MERELY GETTING THROUGH THIS WILD RIDE IN ONE PIECE IS TROUBLE ENOUGH—WHO WANTS TO WORRY ABOUT FINDING HIDDEN LEVELS! LIKE THE LAST LEVEL, THIS ONE'S EXIT SIGN IS ILLUMINATED BY AN OLD MINER'S LAMP. IT'S THE LITTLE DETAILS LIKE THIS ONE THAT MAKE DONKEY KONG COUNTRY SUCH A PLEASURE TO PLAY. THEY ALL ADD UP TO A MORE REALISTIC EXPERIENCE—HATS OFF TO THE DESIGNERS. IT'S WHAT SEPARATES AN OKAY GAME FROM A GREAT GAME.

MINE CART CARNAGE

UNOFFICIAL EXCLUSIVE

AWESOME EASY CHEAT!!! HAS THIS LEVEL FRAZZLED YOUR NERVES YET? IF YOU WANT TO BLAST YOURSELF TO THE VERY END OF THE LEVEL, DO THIS: AT THE VERY BEGINNING, CAREFULLY JUMP ONTO THE SMALL PIECE OF LEDGE TO THE LEFT OF THE CANNON BARREL...

NEXT, JUMP OVER THE BARREL AND PRESS THE CONTROL PAD LEFT SO THAT YOU SLIDE ALONG THE WALL ON YOUR WAY DOWN...

BLAMO! YOU'LL LAND IN A HIDDEN CANNON BARREL THAT WILL FIRE YOU RIGHT, AND DROP YOU IN A MINE CART THAT GETS ROLLING FAST TO THE END!

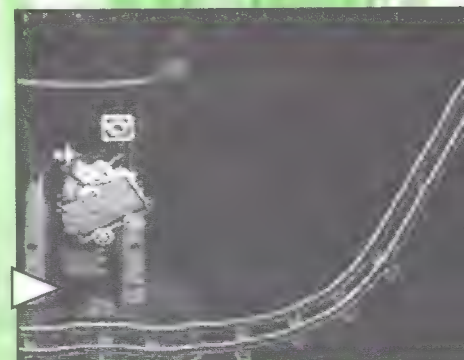
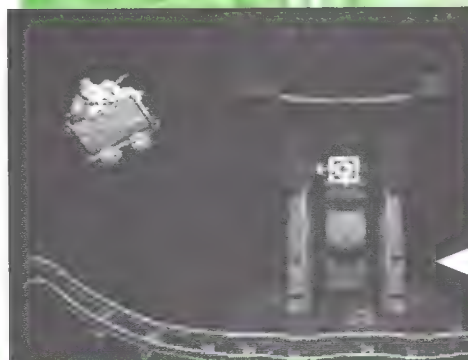
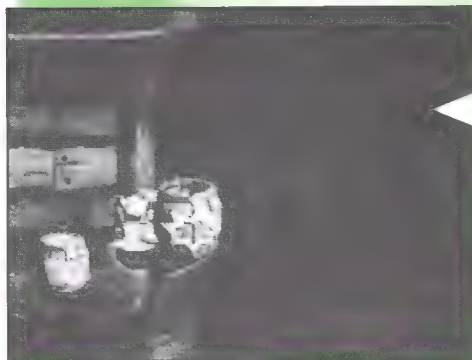
RECKLESS RIDE!

IF YOU DECIDE TO PLAY THIS LEVEL RATHER THAN DO THE WARP ABOVE, PREPARE TO FLEX YOUR ULTRA-FAST REFLEXES. THE EARLY JUMPS, LIKE REACHING THIS "K", ARE EASY—YOU CAN GO ALMOST TO THE VERY END OF A BROKEN TRACK AND LEAP WITHOUT FALLING DOWN THE HOLE.

"O" GOODIE

WHEN YOU LAND ON THIS TRACK JUMP IMMEDIATELY TO REACH THIS "O"...

YOU'VE GOT TO JUMP AT ONCE OR ELSE YOU'LL MISS IT!

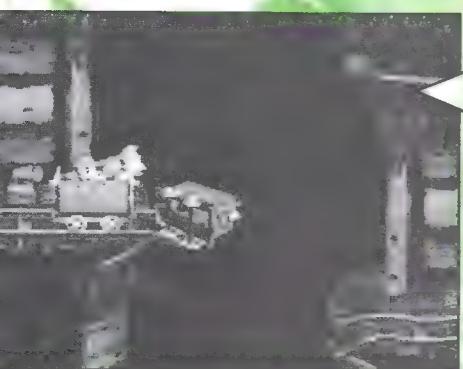




EASY ENGUARDE

LUCKILY, WHEN THIS ENGUARDE TOKEN APPEARS YOU'VE GOT JUST ENOUGH TIME TO RESPOND AND MAKE THE SAVING LEAP...

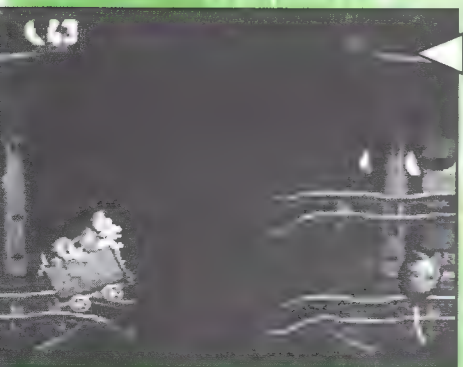
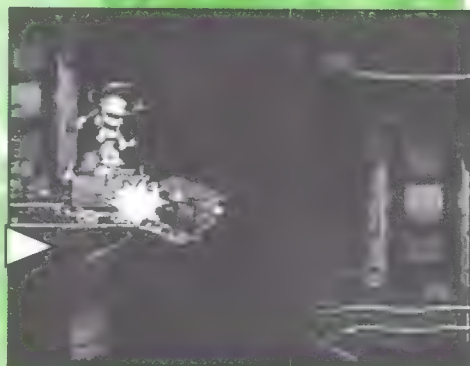
RIGHT AFTER YOU CATCH IT, MAKE SURE YOU LEAP AGAIN TO HIT THE DK BARREL (IN CASE YOU LOST YOUR BUDDY BACK THERE) AND THE CONTINUE BARREL—YOU'LL BE GLAD YOU DID WHEN YOU SEE WHAT'S UP AHEAD!



CRASH DUMMIES

AFTER THE CONTINUE BARREL, THE COURSE GETS FAST AND FURIOUS. TRY TO JUMP THE DEAD CARTS AT THE VERY LAST SECOND...

FORTUNATELY IF THE TWO OF YOU DO WRECK, ONE OF YOU WILL BE ABLE TO CONTINUE ON—TO THE END, IF YOU'RE LUCKY AND DON'T WRECK AGAIN!



1-UP TRICK

TO REACH THIS 1-UP, YOU'LL NEED TO JUMP YOUR MINE CART A LITTLE SOONER THAN YOU'RE USED TO...

SO THAT YOU LAND ON THE LOWER TRACK, INSTEAD OF THE TOP TRACK.



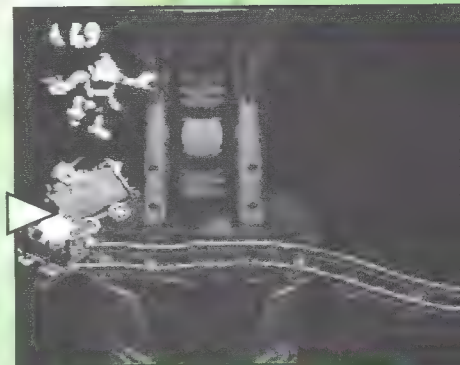
MINE CART CARNAGE!

DERAILED!



NINE TIMES OUT OF TEN YOU'RE GOING TO CRASH INTO THIS MINE CART. THE TRICK IS TO JUMP AT THE VERY LAST MOMENT, SO THAT YOU CLEAR THE ONE ON THE OTHER SIDE...

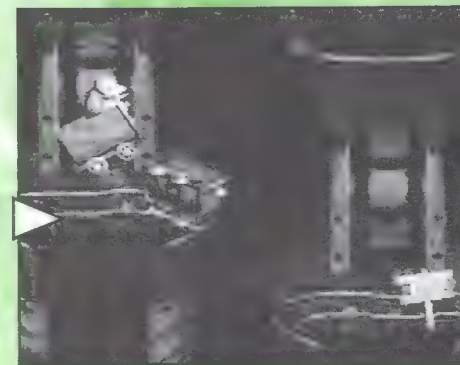
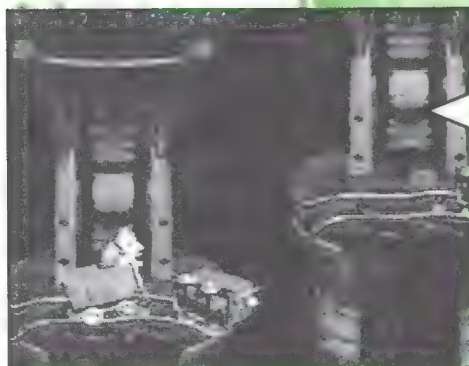
IF YOU DO CRASH, AT LEAST YOU CAN CONTINUE—IF, THAT IS, YOU HAVEN'T LOST YOUR BUDDY ALREADY!



QUICK JUMPS

FOR THESE LAST FEW SHORT-TRACK MINE CART LEAPS YOU'VE GOT TO HIT THE JUMP BUTTON IMMEDIATELY AFTER EACH JUMP...

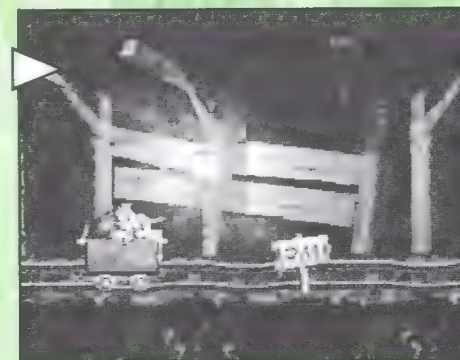
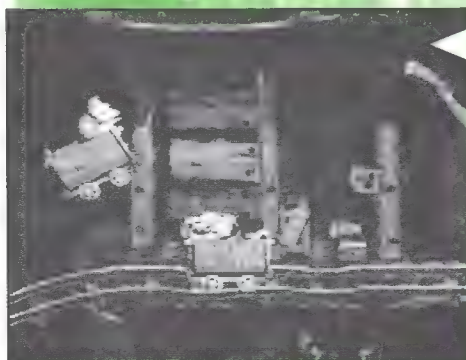
OR YOU'LL NEVER MAKE IT TO THE FINAL STRETCH AND THE EXIT.



ONE MORE KRITTER

AFTER YOU CLEAR THE FAST SHORT-TRACK MINE CARTS YOU'LL HAVE ONE LAST KRITTER TO LEAP...

THEN YOU'LL ROLL OUT OF THIS INSANE LEVEL ONCE AND FOR ALL!



BOUNCY BONANZA

THIS LEVEL'S A LITTLE REPETITIVE IF YOU ASK ME. WE GOT A TASTE OF ITS SUBTERRANEAN LOOK AND FEEL IN REPTILE RUMBLE, BUT THE DIFFERENCE HERE IS THE ABUNDANCE OF ALL THE BOUNCY TIRES. TRUE TO THE GO UP AND LEFT RULE, THERE'S A RAMBI TOKEN AT THE OUTSET. THE ZINGERS ARE OUT IN FULL FORCE ONCE AGAIN, AND THEY ARE, FOR ME, AMONG THE MOST FRUSTRATING BADDIES TO GET PAST. THE ONLY WAY TO NAIL THEM IS WITH A BARREL (OR BY SQUASHING THEM WITH WINKY), BUT HOW OFTEN DO YOU WANT TO WASTE A BARREL ON A ZINGER WHEN UP AHEAD YOU WILL PROBABLY NEED IT TO BUST DOWN A WALL TO REACH A BONUS LEVEL? UH HUH, EXACTLY.

THE PUSHING-TIRE TRICK YOU'LL DO IN THIS LEVEL IN ORDER TO REACH OTHER AREAS IS INTRODUCED QUITE EFFECTIVELY. WHETHER OR NOT YOU WOULD HAVE GUESSED TO PUSH IT ON THE UP/DOWN ELEVATOR IS ANOTHER QUESTION. DOING SO TAKES YOU TO WINKY, OF COURSE, WHO, HELPFUL AS HE IS, IS NONETHELESS RATHER DIFFICULT TO CONTROL LATER IN THE STAGE, WHEN IT COMES TO SQUASHING OR GETTING PAST THE ZINGERS AND KRITTERS UP AHEAD. STILL, IT'S BETTER TO TRY USING WINKY, SO THAT YOU'LL STILL HAVE YOUR LIFE, OR LIVES, IF YOU DO GET STUNG. UNLESS, THAT IS, YOU SLIP OFF A PLATFORM AND FALL OFF THE SCREEN. THAT'S DEFINITELY THE HARDEST THING TO AVOID WHILE RIDING WINKY. HEY, WHO WOULD HAVE THOUGHT TO INTRODUCE ANIMAL FRIENDS IN THE FIRST PLACE? YEAH, THAT OTHER GAME HAS TAG-ALONG BUDDIES TOO, BUT THESE FRIENDS CHANGE THE PLAYER FEEL AND CONTROL, FOR THAT EXTRA BOOST!

BOUNCY BONANZA

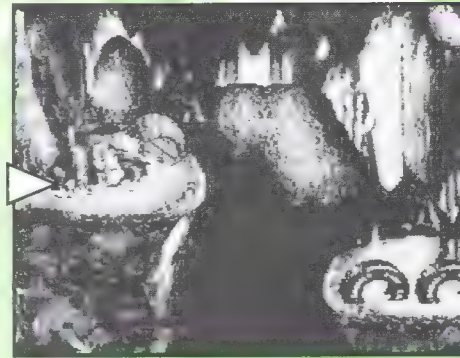
RAMBI BONUS TOKEN!

UP ABOVE THE CAVE ENTRANCE THERE'S A RAMBI BONUS TOKEN. TO GET IT, PUSH THE TIRE OFF THE PLATFORM AND ROLL IT BACK TO THE BEGINNING ENTRANCE, THEN BOUNCE YOUR WAY UP TO THE RAMBI TOKEN!

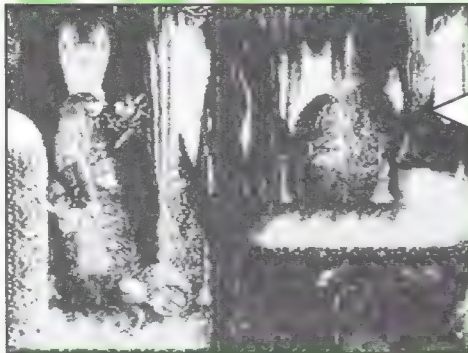


BONUS ROOM!

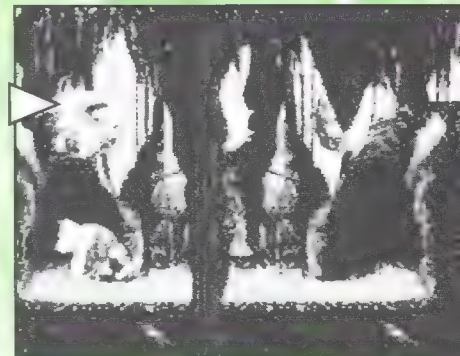
WHEN YOU PASS THE ZINGER, GRAB THE BARREL AND THEN LEAP DOWN TO THE BOUNCY TIRES BENEATH THE DK BARREL, THEN BOUNCE UP TO THE NEXT LEVEL...



DON'T HURL THE BARREL AT THE ZINGERS! INSTEAD, WAIT FOR THEM TO RISE HIGH THEN DROP DOWN INTO THE PIT, STILL CARRYING THE BARREL...

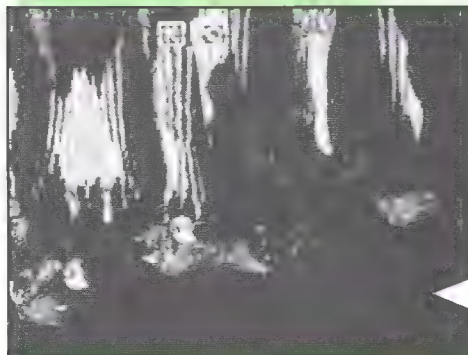


USE IT TO BREAK OPEN THE LOW WALL HERE TO REACH THE BONUS ROUND! A "SIX COUNT" STRATEGY WORKS BEST IN THIS ROUND—WHEN YOU SEE THE ITEM YOU WANT, SUCH AS THE 1-UP BALLOON, SAY "6" IN YOUR HEAD THEN COUNT 1 THROUGH 6 FOR EACH CHANGING OBJECT. THE SIXTH ITEM SHOULD BE THE ONE YOU WANT. NOW, KEEP COUNTING IT TO BE SURE YOU'RE IN TIME, THEN JUMP ON THE SIXTH COUNT TO GET THE ITEM. REPEAT THIS FOR THE OTHERS.



GOING UP, UP, UP!

AFTER THE LAST ZINGER, YOU'LL COME TO A TIRE. ROLL THE TIRE TO THE RIGHT TO THE ROOM WITH THE CONTINUE BARREL...



GOING UP, UP, UP! CONT.

BOUNCE ON THE TIRE TO REACH THE CONTINUE BARREL, THEN SLOWLY ROLL THE TIRE RIGHT THROUGH THE LOW TUNNEL...

WHEN THE ELEVATOR PLATFORM IS COMING UP TO THE LEVEL YOU'RE ON, ROLL THE TIRE ONTO THE PLATFORM...

THEN JUMP ON IT TO REACH THE SECRET ROOM IN THE UPPER RIGHT...

WINKY RESCUE!

WHEN YOU DROP DOWN OFF THE PREVIOUS SECRET ELEVATOR LEVEL, PRESS THE CONTROL PAD RIGHT TO WIND UP ON THIS LEVEL. (YOU CAN ALSO GET HERE BY BOUNCING UP ON THE TIRE BELOW.) GO RIGHT TO FIND WINKY!

WINKY'S PERFECT FOR SMASHING KRITTERS...

AND FOR NAILING ZINGERS, BUT BE CAREFUL WITH THESE BEES—TIME WINKY'S JUMP JUST RIGHT, OR THEY'LL STING YOU!

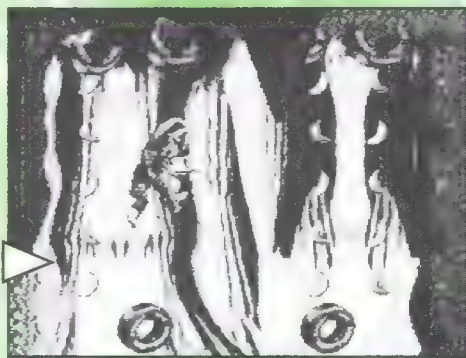
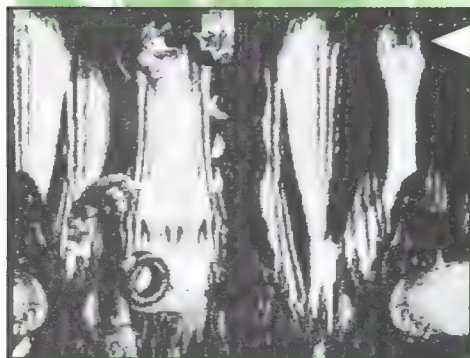
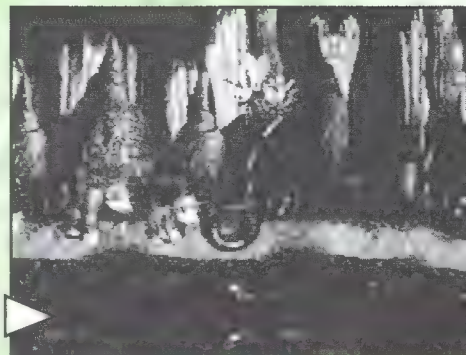
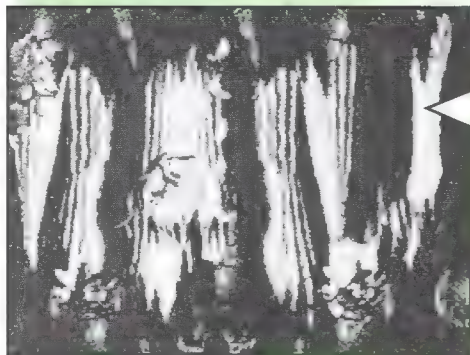
WINKY-LESS!

IF YOU LOSE WINKY ALONG THE WAY, YOU'LL HAVE TO DODGE THE ZINGERS YOURSELF. TRY TO TIME YOUR LEAP OVER THEM JUST AS THEY'RE COMING AT YOU, THEN CONTINUE YOUR BOUNCE RIGHT TO CLEAR THEM...

AT THIS TIRE, HANG OUT BENEATH THE ZINGER FOR A MOMENT UNTIL IT'S ON YOUR LEFT SIDE, THEN QUICKLY ROLL THE TIRE RIGHT...

ROLL THE TIRE ONTO THIS PLATFORM, THEN BOUNCE ON IT TO REACH THE CANNON BARREL ABOVE...

IT'LL BLAST YOU TO THIS ULTRA-BOUNCY BANANA BONUS LEVEL! WHEN YOU'VE GRABBED AS MANY BANANAS AS YOU CAN, YOU'LL WIND UP AT THE EXIT!



STOP & GO STATION

OKAY, HERE IT IS: THE FIRST LEVEL WHOSE IMAGINATIVE PREMISE—STOP & GO BARREL SWITCHES—TRULY TOOK ME BY SURPRISE. HOW NERVE-WRACKING! AND, WELL, SORTA SCARY. YEAH, YEAH, I'M A THIRTY-SOMETHING GROWN UP, BUT THOSE ROCK KROCS GIVE ME THE CREEPS. MAYBE IT'S THE INCESSANT BACK AND FORTH PATTERN-PATTERN OF THEIR FOOTFALLS THAT MAKES ME PANIC. OR PERHAPS THAT THEY'RE WEARING THOSE MASKS, SO YOU CAN'T SEE THEIR EXPRESSIONS. AS FOR MOOD, WE HAVE, ONCE AGAIN, THOSE ROCKING, OVERHEAD LAMPS CASTING A DUSTY, SMOKY, OMINOUS LIGHT ON THE CAUSTIC SITUATION HERE. LIKE MINE CART CARNAGE, THIS LEVEL DOES HAVE A "BEE THERE, SEEN THAT" FEELING ABOUT IT, LIKE IT HAS COME STRAIGHT OUT OF A BIG-BUDGET HOLLYWOOD ACTION FLICK.

ONCE AGAIN, A LITTLE CAREFUL BARREL TRICKERY IS IN ORDER TO REACH THE FIRST BONUS LEVEL HERE. YOU'LL HAVE TO EITHER LAND ON THE STOP & GO BARREL TO MAKE THE ROCK KROC GO BEDDY-BYE FOR A FEW BEATS SO THAT YOU CAN SLIP PAST HIM, OR YOU'LL HAVE TO JUMP OVER HIM WITH YOUR BARREL IN HAND IN ORDER TO MAKE IT TO THE LOW WALL THAT, WHEN YOU BLAST THROUGH IT, TAKES YOU TO A MAJOR BLASTING BARREL BONUS. HEY, HOW ABOUT THAT ABOUT-FACE TRICK YOU CAN PULL AT THE START OF THIS LEVEL IF YOU DON'T WANT TO GO THROUGH IT? YEP, JUST TURN AROUND AND WALK RIGHT OUT AND YOU'LL END UP NEAR THE VERY END OF THE LEVEL. WHO WOULD HAVE THUNK? AH, THE PLEASURES OF TRYING EVERYTHING AT LEAST ONCE IN LIFE—OTHERWISE, HOW ELSE WOULD I HAVE FOUND THIS ONE! (THOUGH, IF YOU DON'T MIND, I THINK I'LL PASS ON THE MONKEY BRAIN SOUP, I'M NOT FEELING VERY HUNGRY RIGHT NOW.)

STOP & GO STATION

MAJOR CHEAT!

WANT TO SKIP MOST OF THIS LEVEL? HERE'S THE TRICK: WHEN YOU COME IN, TURN RIGHT AROUND AND GO BACK OUT, TO THE LEFT. YOU'LL WIND UP NEAR THE VERY END OF THE LEVEL, AT THE FINAL RUN. (SEE "THE END ZONE"—THE LAST TIP COVERED AT THE END OF THIS LEVEL.)

EXPRESSO LEAP

SEE THAT EXPRESSO TOKEN UP THERE? IT'S EASY TO MISS—LOOK FOR IT WHEN YOU COME TO THE UP/DOWN ROCK KROC ON THE RIGHT. TO REACH THE EXPRESSO TOKEN BACKTRACK TO THE STOP/GO BARREL AND HIT IT, THEN GO RIGHT TO THE SLEEPING ROCK KROC AND JUMP ON HIS PLATFORM...

WHEN THE PLATFORM IS AT ITS HIGHEST, JUMP OFF TO THE LEFT TO REACH EXPRESSO!

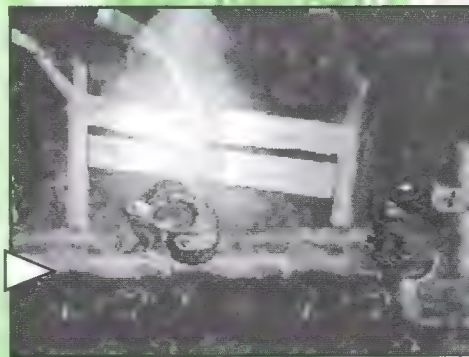
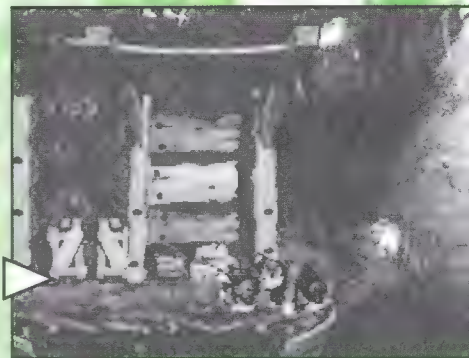
"O" GOTCHA

TO SNATCH THIS "O," YOU'LL HAVE TO PERFORM THE TRICKY ROLL/LEAP. START BY STANDING ON THE LEFT EDGE, THEN PRESS "Y" TO ROLL INTO THE "O" TO SNATCH IT...

ROCK KROC BONUS ROOM!

JUST PAST THE CONTINUE BARREL YOU'LL COME TO THIS PLAIN BARREL...

SNATCH IT, BUT DON'T THROW IT AT THE ROCK KROC. RUN WITH THE BARREL PAST THE STOP/GO BARREL TO PUT THE ROCK KROCS TO SLEEP...



ROCK KROC BONUS ROOM! CONT.

THEN RACE TO THIS SECOND ROCK KROC...

USE THE BARREL TO CRASH DOWN THE WALL TO THE RIGHT...

BONUS ROUND!!!

TRIO TIRE TRICK

WHEN YOU COME TO THIS TIRE, ROLL IT LEFT UNDER THE LINE OF BANANAS...

THEN BOUNCE YOURSELF STRAIGHT UP—YOU'LL REACH A HIDDEN CANNON BARREL...

WHICH WILL BLAST YOU TO THIS BONUS ROOM MAKE SURE YOU SHOOT YOURSELF UP THE RIGHT LINE OF BANANAS TO REACH THE WINKY TOKEN...

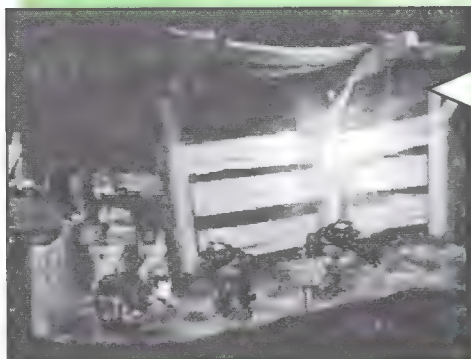
WHEN YOU EXIT THE BONUS ROUND, ROLL THE TIRE RIGHT (IT'S EASIER TO ROLL IF YOU WAIT FOR THE KLAP TRAP TO COME TO YOU FIRST, NAIL HIM, THEN ROLL THE TIRE)...

AT THE END OF THIS PLATFORM YOU'LL ENCOUNTER ANOTHER KLAP TRAP. NAIL HIM, THEN BOUNCE ON THE TIRE AND LAND HARD HERE TO UNEARTH SOME BANANAS (OR USE DONKEY KONG'S SLAP ATTACK—CONTROL PAD DOWN "Y").

STOP & GO STATION

THE END ZONE

GET READY FOR SOME EXTRA NERVY ACTION, BUDS—ONCE YOU START, IT'S IMPORTANT TO KEEP MOVING, FAST! OKAY, TAKE A BREATH, THEN, WHEN THE ROCK KROCS ARE ON THEIR WAY RIGHT, JUMP DOWN ONTO THE STOP/GO BARREL HERE TO SNOOZE THEM...



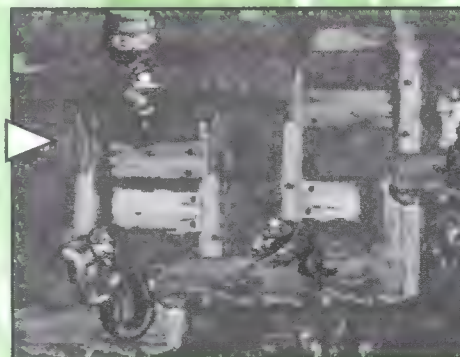
RUN RIGHT AND JUMP UP TO THE STOP/GO BARREL...



CONTINUE RIGHT TO THE TIRE—BOUNCE ON IT TO REACH THE HIGH STOP/GO BARREL, THEN RUN-ROLL IT RIGHT...



STOP AT THIS LOW WALL AND BOUNCE UP TO REACH THE HIGH STOP/GO BARREL...



THEN RACE RIGHT, UP THE LOW WALLS, TO REACH THE LETTER 'G' AND THE EXIT!



MILLSTONE MAYHEM

"TEMPLE OF DOOM," ANYONE? OKAY, OKAY, MAYBE I'M BEING TOO COMPARATIVE. BUT IT'S HARD NOT TO FEEL LIKE WE'VE HAD A TASTE OF THIS LEVEL'S LOOK AND FEEL BEFORE. AND AGAIN, THAT'S FINE WITH ME, BECAUSE IT'S NOT ONLY EXECUTED WELL, IT'S ALSO ADDED TO VERY NICELY, WITH A HIGH LEVEL OF INVENTIVENESS. YOU DEFINITELY GET A CRUNCHING, GRINDING, GRITTY, SAND-IN-YOUR-SHORTS FEELING PLAYING MILLSTONE MAYHEM. AND THOSE GNAWTIES! TALK ABOUT ZOMBIES, MAN. IT'S LIKE THEY'RE RUNNING ON ENERGIZER BATTERIES OR SOMETHING, THEY JUST KEEP GOING, AND GOING, AND GOING... HELLO AGAIN, UP LEFT TRICK. SURE ENOUGH, THERE'S A HIDDEN BLAST BARREL WAITING FOR YOU. AWAY!

IF I'M NOT MISTAKEN, THIS WAS THE FIRST LEVEL WHERE I REALIZED HOW IMPORTANT IT WAS TO RUN LIKE HECK. UNTIL NOW, I WAS PRETTY MUCH AMBLING ALONG AT A WALK PACE. IF YOU DON'T RUN HERE, THOUGH, YOU'LL MOST-LIKELY GET SQUASHED. THAT IT TOOK ME THIS LONG TO FIGURE THIS OUT SAYS SOMETHING ABOUT BOTH THE GAME AND MY PLAYING HABITS. I'LL USUALLY TRY TO GET THROUGH A GAME WITH THE FEWEST NUMBER OF SKILLS INITIALLY, TO SEE HOW HARD IT IS TO BEAT THAT WAY. LATER, I'LL COME BACK TO LEVELS AND TEST ADVANCED SKILLS, LIKE RUNNING AND TAKING RUNNING LEAPS, TO SEE HOW MUCH EASIER THE LEVEL IS TO BEAT. AS FOR THE GAME, WHY DIDN'T THE DESIGNERS REQUIRE FAST-FEET SOONER IN THE GAME, IN AN EARLIER LEVEL? GUESS YOU HAVE TO START SOMEWHERE, AND WHAT WITH ALL ITS STRAIGHT-AWAYS, I SUPPOSE THIS ONE IS AS GOOD AS ANY PLACE TO BEGIN. BUT IT STILL TOOK ME FIVE OR SO PASSES THROUGH UNTIL I REALIZED THAT THERE HAD TO BE A BETTER WAY... RUN!

MILLSTONE MAYHEM

BEGINNING BONUS

AT THE BEGINNING OF THIS LEVEL, BOUNCE ON THE TIRE AND JUMP LEFT TO REACH THE CANNON BARREL THAT'S ALMOST COMPLETELY HIDDEN IN THE UPPER LEFT CORNER. JUMP INTO IT, AND YOU'LL BE BLASTED TO A BONUS ROUND...

FIRE YOURSELF UP THE RIGHT HAND COLUMN OF BANANAS TO GET THE LETTER "K"...

DON'T BOTHER GOING FOR THE DK BARREL AT THE BEGINNING EVEN IF YOU NEED IT—WHEN YOU EXIT THIS BONUS LEVEL YOU'LL WIND UP AT A DK BARREL ANYWAY!

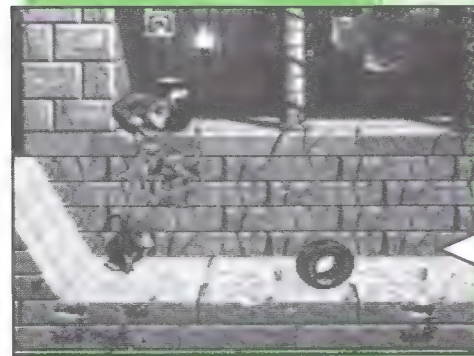
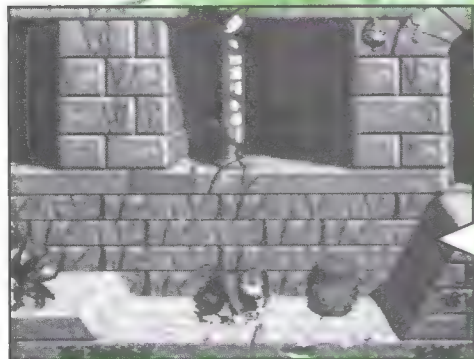
TIRE TAKEOVER

DROP OFF THIS LEDGE INTO THE CANNON BARREL THAT'S NEARLY HIDDEN HERE TO BLAST UP INTO THE AIR...

LAND ON THE EDGE OF THE RIGHT LEDGE TO UNEARTH A TIRE...

RUN-ROLL IT UNDER THE GRINDING WHEEL...

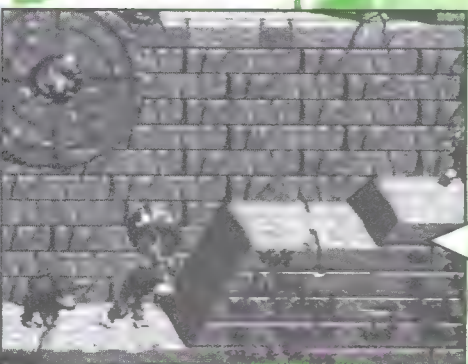
THEN LET IT SIT HERE FOR A MOMENT WHILE YOU NAIL THE KRITTERS HERE AND SNATCH THE "O"...





TIRE TAKEOVER CONT.
 KEEP ROLLING IT RIGHT UNTIL YOU REACH THIS GRINDING WHEEL—SEE THAT CANNON BARREL UP ABOVE? WAIT FOR THE GRINDER TO GO RIGHT, THEN JUMP ON THE TIRE TO BOUNCE YOURSELF TO THE CANNON BARREL...

THE OBJECT HERE IS TO SPELL "RARE"—THE GENIUS COMPANY THAT CREATED THIS INCREDIBLE GAME! WATCH FOR WHICH LETTER IS FLASHING AND JUMP UP TO IT, REPEATING UNTIL YOU'VE SNATCHED ALL FOUR FOR AN ENGUARDE TOKEN!



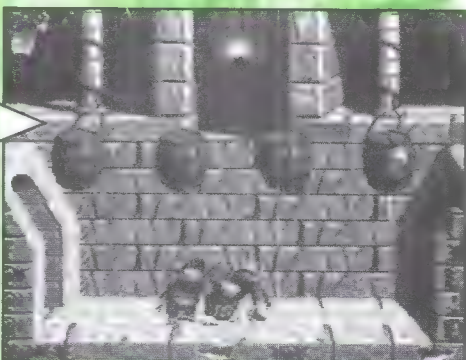
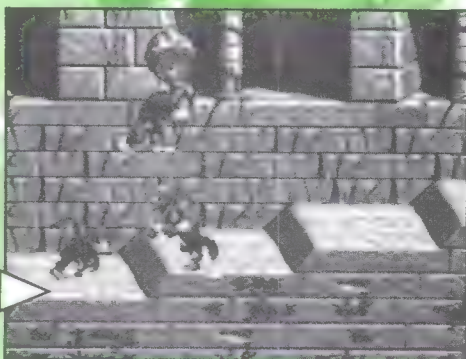
2-UP BONUS BLAST!
 WHEN YOU COME TO THIS TNT BARREL, SNATCH IT—BUT DON'T TOSS IT AT THE KRUSHA UP AHEAD...

INSTEAD, JUMP OVER THE TWO KRUSHAS, THEN...



USE THE BARREL TO BREAK THROUGH THE WALL AT THE NEXT GRINDER...

INSIDE, A 2-UP GREEN BALLOON BONUS ROUND.



WINKY TIRE

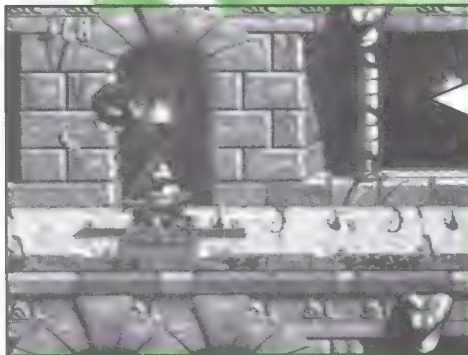
AFTER YOU PASS THE TNT SLIPPA, LEAP RIGHT AND LAND HARD HERE TO UNEARTH A TIRE. CAREFULLY ROLL IT RIGHT—NOT TOO FAR, OR ELSE IT WILL FALL OFF THE EDGE!



THEN JUMP ON IT TO REACH THE PLATFORM OVER THE GRINDING WHEEL, AND GO RIGHT.



WINKY! RIDE HIM TO THE RIGHT, AND CAREFULLY DROP DOWN AND LEFT TO SAFE GROUND...



SNATCH THE "N" AND KEEP GOING RIGHT.



IF YOU ACCIDENTALLY ROLLED THE TIRE OFF THE LEDGE AND COULDN'T GET WINKY, YOU CAN STILL COME ACROSS BY RIDING THE LOWER PLATFORM RIGHT—MAKE SURE YOU PRESS THE DOWN ARROW DURING THE RIDE SO THAT YOU'RE DUCKING, OR ELSE THE WHEEL WILL KNOCK YOU OFF!

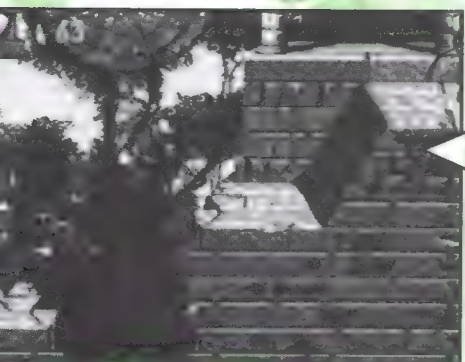




THE FINAL STRETCH

RUN AND BOUNCE ATTACK THIS NECKY AT ONCE AND HE WON'T HIT YOU WITH ANY NUTS.

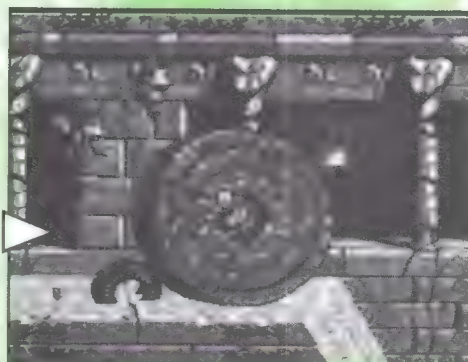
USE DIDDY'S CARTWHEEL ATTACK OR DONKEY KONG'S SOMERSAULT ATTACK TO WIPE OUT THESE THREE SLIPPAS WITHOUT HITTING YOUR HEAD ON THE GRINDING WHEEL.



DIDDY MAKES THIS JUMP EASIER THAN DONKEY KONG—MAKE SURE THE GRINDING WHEEL IS UP HIGH BEFORE YOU LEAP.



WHEN THIS WHEEL STARTS GOING RIGHT, THAT'S YOUR CUE TO JUMP ONTO THE TIRE TO LEAP OVER THE WHEEL. NOW BOLT RIGHT—YOU'RE OUTTA HERE!



VULTURE CULTURE

CHANGE OF SCENERY AGAIN! THIS TIME, WE'RE IN SOME PRETTY THICK FOREST.

I'M BEGINNING TO THINK THAT THE FOLKS AT RARE FOUND MORE THAN A LITTLE INSPIRATION IN THE FILMS OF GEORGE LUCAS. DOESN'T THIS FOREST LOOK RATHER LIKE THAT WHICH LUKE SKYWALKER AND COMPANY ZIPPED THROUGH IN THE "RETURN OF THE JEDI?" ANYWAY, MORE ON THAT LATER. RIGHT NOW YOUR BIGGEST CONCERN IS PROBABLY THOSE PESKY LITTLE MINI-NECKIES, RIGHT? THEY ARE RATHER TROUBLESOME, WHAT WITH THOSE NUTS THEY SPIT. CLEVER TWIST ON NECKY STRAIN, THOUGH. THIS LEVEL IS QUITE STRAIGHTFORWARD, AND ITS BONUS LEVELS ARE RATHER FAIRLY HINTED AT—PARTICULARLY THE FIRST, WITH ITS SUSPICIOUS LINE OF BANANAS LEADING UP TO NOWHERE. OR, WHAT LOOKS LIKE NOWHERE, BUT IN THIS CASE PROVES TO BE A HIDDEN CANNON BARREL. BLAST AWAY.

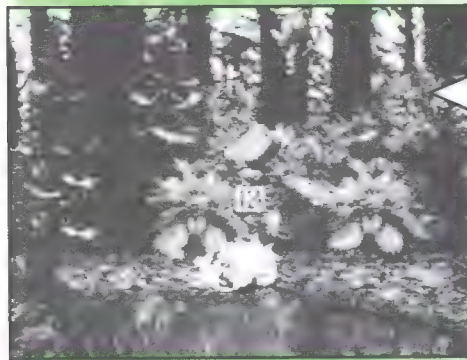
THE LONG ROW OF NECKIES THAT YOU MUST BOUNCE ATTACK AND, AT THE SAME TIME, TRAVEL ACROSS PRESENTS AN INTERESTING CHALLENGE. YOU'LL PRETTY MUCH MAKE IT ACROSS SAFELY BY JUST PRESSING THE RIGHT CONTROL PAD ARROW AFTER YOU BASH THE FIRST ONE, HOWEVER LANDING SAFELY AFTER THE LAST NECKY IN A SERIES—JUST WHEN YOU FEEL LIKE YOU'VE GOT THE HANG OF IT—IS SOMETIMES TRICKY. IT'S AS THOUGH THEY DON'T WANT YOU TO GET TOO COMFORTABLE WITH ANY PARTICULAR MANEUVER! THAT PAIR OF KLAP TRAPS WAITING FOR YOU IN THE SECOND BONUS ROUND WILL GIVE UP A 1-UP BALLOON, BUT I WONDER HOW MANY PLAYERS KNOW THIS? ONE BITE FROM A KLAP TRAP AND THE BONUS ROUND ENDS, RETURNING YOU TO THE MAIN LEVEL WITH MORE BANANAS, BUT NO 1-UP. TO GET THE BALLOON, YOU'LL HAVE TO COMPLETELY EXPIRE THE KLAP TRAPS WITH CONSTANT BOUNCE ATTACKS. NOPE, SPIN ATTACKS DON'T WORK ON THESE GUYS FOR SOME REASON. MY GUESS IS BECAUSE THEIR CHOMPING TEETH CAN'T BE AVOIDED AS YOU COME AT THEM HEAD ON, WHICH IS WHY YOU HAVE TO LAND ON THEIR HEADS TO CRUSH THEM. CHALK IT UP TO MONKEY LOGIC, RIGHT?

VULTURE CULTURE

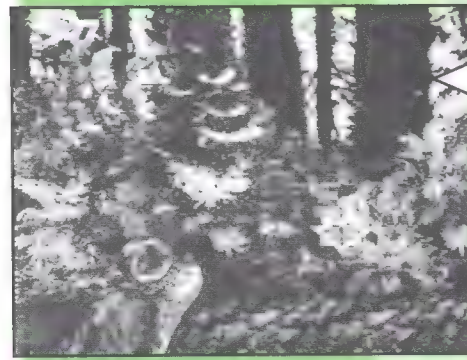
"K" "KONG" KOOL!



SNEAK UP ON THIS NECKY FROM THE RIGHT, AND GET RID OF HIM WITH A BOUNCE ATTACK...



THEN BOUNCE ON THE TIRE AND LAND HARD ON THE LOOSE GROUND TO THE LEFT TO UNEARTH THE "K" LETTER!...



NEXT, ROLL THE TIRE TO THE RIGHT, UNDER THIS LINE OF BANANAS, THEN BOUNCE YOURSELF STRAIGHT UP...

YOU'LL REACH THIS BONUS ROOM—SPELL OUT "KONG" AND YOU'LL WIN AN EXPRESSO TOKEN!

PART 3: VINE VALLEY

AH, WE'RE FINALLY IN THE JUNGLE AGAIN! DUDES, WE'RE GOING TO GET A LOT OF HIGH-FLYING ACTION IN THIS PART. GET READY TO SWING, HOP, AND BLAST THROUGH THE TREETOPS. WE'LL DO SOME MORE MILLSTONE RACING, AND SOME UNDERWATER ANTICS TOO... SO DON'T GET TOO HAPPY ABOUT RETURNING TO YOUR GREEN HOME PLACE! GET READY FOR SOME MAJOR AIRBORNE ANTICS!





NECKY BONUS BOOST

BOUNCE FROM THIS FIRST NECKY TO THE NEXT, THEN LAND HARD ON THE RIGHT TO UNCOVER A BARREL...

USE IT TO BREAK THROUGH THIS WALL TO REACH...



A KLAP TRAP BANANA BONUS ROUND! BONK THESE LITTLE SUCKERS WITH BOUNCES (SPIN ATTACKS WON'T WORK) FOR BUNCHES OF BANANAS FOR AS LONG AS YOU CAN OR UNTIL YOU WIPE THEM OUT.



FAIR PLAY

LUCKILY THERE'S A DK BARREL JUST AFTER THE CONTINUE BARREL, IN CASE YOU LOST YOUR BUDDY BACK THERE. BE CAREFUL THOUGH—YOU JUST MIGHT LOSE YOUR BUDDY HERE IF YOU'RE NOT CAREFUL TO AVOID THOSE FALLING NUTS!



NEXT STOP: THE LETTER "O."

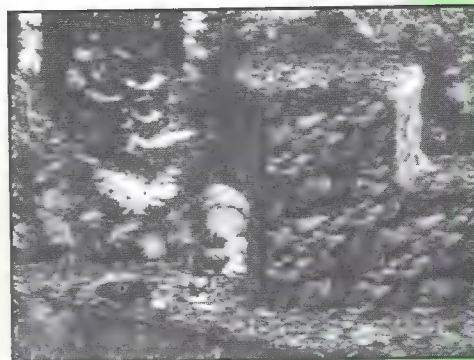
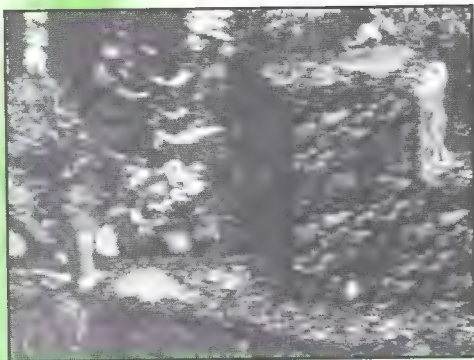


ZINGER TIPS 1

PAY CLOSE ATTENTION TO THE ZINGER'S POSITION WHEN YOU FIRE YOURSELF OUT OF THE CANNON BARREL IN THIS NECKY ZINGER SCENE...

AND IN THIS SINGLE ZINGER LOCATION.





BUDDY 'N BONUS

WHEN YOU COME TO THIS NECKY, CLIMB UP ON THE RIGHT AND TAKE HIM OUT WITH A SPIN OR A BOUNCE ATTACK—DON'T WORRY IF YOU LOSE YOUR BUDDY, YOU'LL GET HIM BACK IN A SECOND...

DIVE OFF THE TOP LEDGE AND LAND ON THE SOFT GROUND TO THE LEFT TO UNEARTH A BARREL...



USE IT TO BLAST THROUGH THE WALL TO REACH...



BONUS ROUND! BESIDES BANANAS, YOU CAN HIT A DK BARREL AND YOU'LL GET THE LETTER "N."

ZINGER TIPS 2

PAY CLOSE ATTENTION TO THE ZINGER'S PLACE WHEN BLASTING OUT OF THIS BARREL...

DITTO FOR REACHING THE "G"—TIME YOUR BLAST WHEN THE ZINGERS ARE IN THE SAME PLACE AS SHOWN HERE.



TREE TOP TOWN

OKAY, YOU CAN'T TELL ME THAT THIS LEVEL'S LOOK AND FEEL AREN'T COMPLETELY RIPPED OFF FROM THE EWOK'S TREE TOP TOWN IN "RETURN OF THE JEDI"! THE SIMILARITY IS JUST TOO STRONG TO DENY THAT THAT'S NOT WHERE THIS LEVEL GOT ITS INSPIRATION. IT IS A BEAUTIFUL LEVEL, THOUGH, WHICH MAKES THE ARTISTIC BORROWING OKAY BY MY BOOK. THE BACKGROUND TRICKS THE EYE INTO THINKING THERE'S A LOT MORE GOING ON BACK THERE THAN ONE SEES. AS IN MINE CART CARNAGE, THERE'S A SECRET WARP AT THE VERY BEGINNING OF THIS LEVEL, AS DESCRIBED IN THE STRATEGY TEXT. MAYBE IT'S THERE BECAUSE TOO MANY FOLKS GET FRUSTRATED LATER IN THE LEVEL, WITH TIMING THEIR CANNON BARREL BLASTS RIGHT TO MAKE IT THROUGH.

THE TRICK TO SOME OF THE CANNON BARRELS IS TO FIRE YOURSELF OUT OF THEM IMMEDIATELY, AS DESCRIBED IN THE STRATEGY TEXT FOR THIS LEVEL. IN OTHER CASES, YOU HAVE TO WAIT FOR A BARREL TO REACH A CERTAIN POINT BEFORE YOU BLAST YOURSELF IN ORDER TO LAND IN THE NEXT ONE. IT'S A FRUSTRATING LEVEL, TO SAY THE LEAST. IF AFTER SPENDING TOO MUCH TIME ON IT YOU FEEL LIKE GIVING UP, GO FOR THE BEGINNING WARP, THEN COME BACK TO THIS ONE LATER FOR MISSING BONUS ROOM THAT'S PAST THE MIDWAY POINT. AS FOR THAT EXPRESSO TOKEN AT THE END, YOU'LL HAVE TO ENLIST YOUR ROLL/JUMP TRICK TO GET IT WITHOUT GETTING STUNG. THAT'S A GOOD SKILL TO HAVE DOWN, IF YOU HAVEN'T GUESSED. LATER IN THE GAME, MORE AND MORE "KONG" LETTERS ARE FLOATING IN FREESPACE, AND THE ONLY WAY TO REACH THEM IS WITH THE ROLL/JUMP MANEUVER. BETTER BRUSH UP!

TREE TOP TOWN

KICK OFF 1-UP

AT THE VERY START OF THIS LEVEL, GO RIGHT A LITTLE TO GET A GNAWTY TO CHASE YOU, THEN GO TO THE VERY LEFT EDGE AND, WHEN THE GNAWTY IS CLOSE ENOUGH, HAVE DIDDY BOUNCE ATTACK IT SO THAT THE REBOUND LETS HIM REACH THE CANNON BARREL HERE...

OFF YOU GO TO A BONUS ROUND. SPELL OUT THE WORD "KONG" FOR A 1-UP!

UNOFFICIAL EXCLUSIVE — ENDING TELEPORT!

AT THE VERY BEGINNING OF THE LEVEL, LOOK CLOSELY AT THE TOP OF THE SCREEN AND YOU CAN SEE THE VERY BOTTOM OF A TIRE. CAREFULLY BOUNCE ATTACK THIS NECKY TO REACH THE TIRE, THEN BOUNCE STRAIGHT UP...

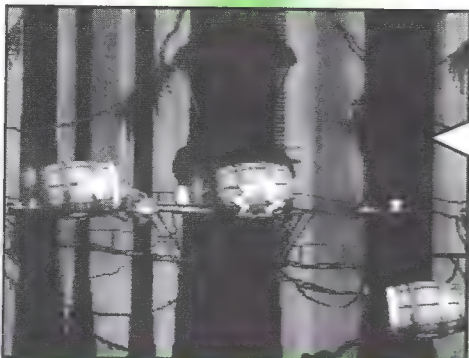
YOU'LL GET BLASTED TO THE VERY END OF THE LEVEL!

TIMING TIP 1

WHEN YOU COME TO THIS DK BARREL, PICK IT UP AND NAIL THE KREMLIN WITH IT...

THEN IMMEDIATELY RUN RIGHT AND LEAP INTO THE BARREL. IF YOU LEAP FOR IT IMMEDIATELY AFTER HITTING THE KREMLIN WITH THE BARREL YOU'LL AUTOMATICALLY BLAST TO THE NEXT CANNON BARREL WITHOUT HAVING TO FIGURE OUT THE TIMING INVOLVED. IF YOU DON'T TAKE THE LEAP AT ONCE, NOTICE HERE THAT YOU SHOULD JUMP WHEN THE HORIZONTAL UP/DOWN BARREL IS JUST STARTING ON ITS WAY UP.





TIMING TIP 2

FOR THIS SECOND SET OF CANNON BARRELS (AFTER THE DK BARREL, ABOVE), TIME YOUR FIRST BLAST JUST AS THE HORIZONTAL UP/DOWN BARREL ON THE RIGHT IS STARTING ON ITS WAY UP...



NOTICE HERE THAT THE TIME TO BLAST IS JUST AS THE LEFT/RIGHT BARREL AT THE RIGHT IS ABOUT TO LINE UP WITH THE BARREL UP TOP...



FOR THIS BARREL, BLAST YOURSELF OUT JUST AS THE LEFT/RIGHT CANNON BARREL IN THE LOWER RIGHT STARTS HEADING TOWARD YOU.



TIMING TIP 3

AFTER THIS GAGGLE OF BOUNCY KREMLINS YOU'LL COME UP TO THE LAST DIFFICULT SERIES OF BARRELS IN THIS LEVEL...



STUDY THE SCREEN CLOSELY—NOTICE THAT DONKEY KONG TAKES HIS LEAP JUST AS THE UP/DOWN BARREL TO THE RIGHT IS STARTING ON ITS WAY UP...

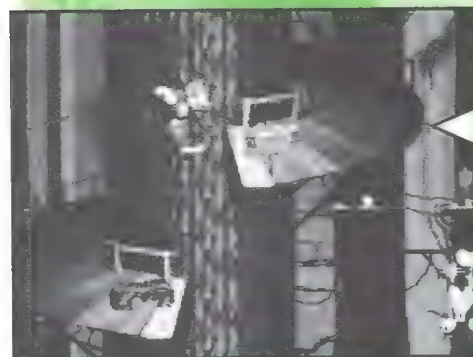
IF YOU TIME IT JUST RIGHT YOU'LL SAFELY MAKE IT TO THE NEXT BARREL CANNON.



NECKY BOUNCE

FOR THE LAST BLAST YOU NEED TO BOUNCE OFF NECKY TO MAKE IT TO THE PLATFORM AT THE RIGHT...

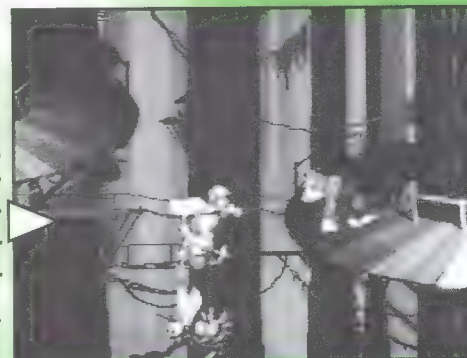
BLAST YOURSELF OUT OF THE CANNON AS NECKY IS ON HIS WAY UP: BOUNCE OFF HIM TO THE RIGHT (BE CAREFUL YOU DON'T BOUNCE TOO HARD OR YOU'LL OVERSHOOT THE PLATFORM)...



BOUNCE ON THIS TIRE TO REACH THE UPPER PART HERE, THEN LEAP RIGHT FOR THE EXIT.

EXPRESSO TOKEN

IN ORDER TO SNAG THIS EXPRESSO TOKEN AT THE VERY END, PERFORM THE TRICKY ROLL/LEAP. START ON THE RIGHT SIDE, PRESS "Y" AND THE LEFT CONTROL PAD TO ROLL LEFT, THEN AS SOON AS YOU TOUCH THE EXPRESSO TOKEN, PRESS "B" AND CONTROL PAD RIGHT TO LEAP BACK TO THE RIGHT LEDGE.



FOREST FRENZY

FOREST FRENZY FEELS LIKE WE'RE BACK IN VULTURE CULTURE ALL OVER AGAIN, BUT ONLY FOR A LITTLE WHILE. THINGS GET HAIRY VERY QUICKLY, WHAT WITH THE MOVING VINES AND ZINGERS ZINGING UP AND DOWN. TALK ABOUT AN IMPOSSIBLE OBSTACLE COURSE. GETTING PAST THE ZINGERS IS DEFINITELY PATTERN INTENSIVE. PLAYING IT OVER AND OVER WAS THE ONLY WAY I COULD ANTICIPATE WHICH WAY TO GO AND WHEN. AS FOR THAT ALMOST COMPLETELY HIDDEN BONUS BARREL AT THE BOTTOM OF THE SCREEN (WHEN THE MAJOR SQUADRON OF NECKIES COMES AT YOU), I FOUND IT ONCE AGAIN BY ACCIDENT, BY SLIPPING OFF THE VINE AND LANDING, LUCKILY, IN THE RIGHT PLACE AT THE RIGHT TIME.

THE SECOND BONUS AREA, AT THE VERY END, BEFORE YOU COME TO THE EXIT, IS ALSO TRICKY TO GET TO. ONLY BY TAKING THE BARREL AT THE BEGINNING OF THE STAIRCASE-LIKE HILL, THEN CARRYING IT AND SETTING IT DOWN AS YOU MAKE YOUR WAY UP AND OVER, BOUNCE ATTACKING KRITTERS AS YOU PROGRESS, WILL YOU GET IT TO THE OTHER SIDE, WHERE YOU NEED IT TO BREAK DOWN THE LAST LOW WALL. TALK ABOUT WORKING FOR YOUR REWARDS! CLEVER THINKING ON THE RARE DESIGNER'S BEHALF, AND WORTH THE EFFORT IF YOU MAKE IT, SINCE THERE'S A SLEW OF EASY BANANAS AND AN ENGUARDE TOKEN WAITING FOR YOU ON THE OTHER SIDE.

FOREST FRENZY

DIFFICULT "K"

GETTING THIS "K" TAKES A HIGHLY DEVELOPED SPIN-JUMP SKILL. START AT THE END OF THE LEDGE, THEN DO A "Y" BUTTON SPIN TO THE RIGHT...

AS SOON AS YOU HIT THE "K" PRESS THE "B" BUTTON TO JUMP UP TO THE ROPE AND CLIMB OUT OF THE WAY OF THE DIVING KRITTER. THIS MOVE TAKES TONS OF PRACTICE!

HIDDEN DK BARREL

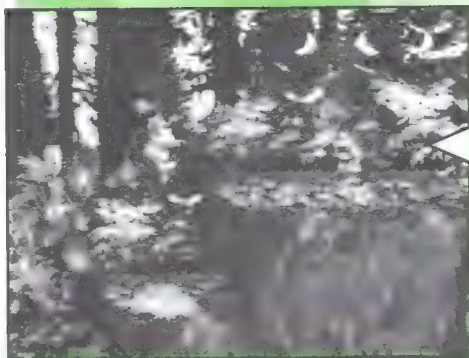
JUMP OFF THE VINE AND LAND HARD ON THE SOFT GROUND HERE TO UNEARTH A HIDDEN DK BARREL. YOU HAVE TO ACT FAST OR ELSE THE KRITTERS WILL POUNCE YOU INTO THE GROUND.

ZINGER GOODIES

IN THE THIRD BUSY ZINGER ROUND, PAY ATTENTION FOR GOODIES, INCLUDING THIS "N," WHICH YOU'LL HAVE TO SLIP DOWN LOW TO REACH...

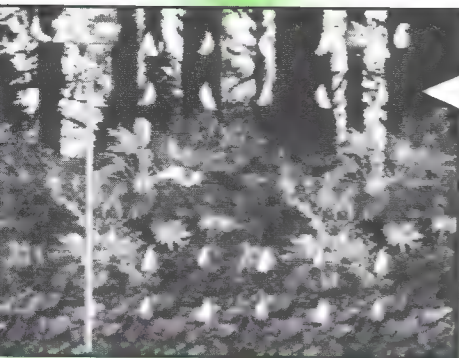
IT'S A TIGHT SQUEEZE REACHING THIS "G"...

TO NAB THIS 1-UP, BE READY TO JUST TOUCH IT WITH YOUR TOE AS YOU SLIDE UP THE VINE SO THAT THE ZINGER DOESN'T STING YOU.



NECKY RAMBI BONUS BLAST!

THIS STORM OF NECKIES IS A NIGHTMARE TO GET THROUGH—UNLESS YOU KNOW THE SECRET ESCAPE. AFTER YOU PASS THE FIRST ONE IN THE BANANAS ...



SLIDE DOWN NEAR THE BOTTOM AND DODGE THE NEXT FEW LOW BIRDS...



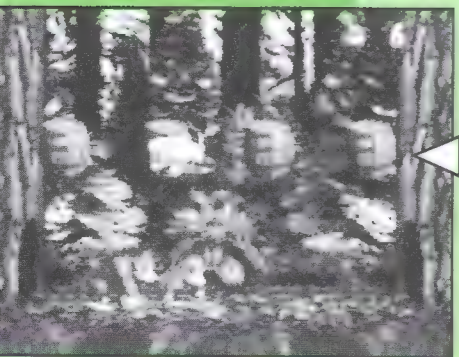
WHEN YOU PASS THE 6TH NECKY LOOK CLOSELY AT THE VERY BOTTOM OF THE SCREEN TO SPOT THE LIP OF A CANNON BARREL...



DROP STRAIGHT DOWN INTO IT, AND...



BLAMO! RAMBI BONUS ROUND!



KRITTER ENGUARDE EXIT BONUS!

AFTER THE RAMBI BONUS ROUND YOU'LL GET DROPPED DOWN HARD HERE, UNEARTHING A BARREL. (IF YOU DIDN'T DO THE RAMBI BONUS ROUND, BOUNCE OFF THE KRITTER'S HEAD HERE TO LAND HARD AND FREE THE BARREL.) DON'T THROW THE BARREL AT THE KRITTER, BECAUSE YOU'LL NEED IT TO BREAK DOWN A WALL ON THE OTHER SIDE OF THIS HILL, TO THE RIGHT...

TO GET PAST THE KRITTERS, YOU CAN SAFELY LEAP UP ONTO THE SAME LEDGE WITH ONE, AS LONG AS YOU STAND ON THE VERY EDGE...

AS THE KRITTER IS COMING DOWN, LEAP UP AND BOUNCE ATTACK HIS HEAD...

STEP DOWN AND GRAB THE BARREL, THEN JUMP UP TO THE NEXT LEVEL WITH IT. TO SET THE BARREL DOWN AGAIN WITHOUT BREAKING IT, KEEP HOLDING THE "Y" BUTTON, PRESS THE CONTROL PAD DOWN BUTTON, THEN RELEASE THE "Y." BOUNCE ATTACK THE NEXT KRITTER, TAKE THE BARREL DOWN WITH YOU ANOTHER LEVEL, THEN BOUNCE ATTACK THE LAST KRITTER...

BLAST THE VERY BOTTOM WALL WITH THE BARREL TO REACH...

BANANAS AND AN ENGUARDE BONUS ROUND!

TEMPLE TEMPEST

LIKE THE LAST LEVEL, THIS ONE, AT FIRST, FEELS LIKE A REPEAT. IN THIS CASE, OF MILLSTONE MAYHEM, FROM THE SECOND PART OF THE GAME. BUT THINGS HEAT UP QUICKLY AS THE PACE HERE IS EVEN FASTER, AND THE KRUSHAS MORE CHALLENGING TO GET PAST. POOR DIDDY IS NO MATCH FOR THEIR BRAINLESS-BRAWN. AT THE BEGINNING, THE "GO UP AND LEFT" RULE APPLIES, IN THIS CASE SERVING UP A RAMBI TOKEN. THE FIRST BONUS ROOM IS TRICKY TO GET TO BECAUSE YOUR INSTINCT IS TO NAIL THE GNAWTY WITH THE DK BARREL. BUT PATIENCE PAYS OFF, FOR, IF YOU WAIT, THE GNAWTY WALKS OFF THE EDGE, ALLOWING YOU TO TAKE THE DK BARREL FORWARD, LEAP THE GAP, THEN BUST THROUGH THE WALL TO THE SECRET ROOM. THIS TIME, MORE OF THOSE HARD TO SQUASH Klap TRAPS, BUT ONCE AGAIN, PERSISTENCE PAYS OFF—TIRE THEM OUT AND YOU GET A SECOND RAMBI TOKEN.

THE SECOND HALF OF THE GAME IS ESPECIALLY TIME SENSITIVE. YOU'VE GOT TO RUN LIKE HELL TO GET PAST THE MILLSTONES WITHOUT GETTING SQUASHED, AND AT THE VERY, VERY END, DIDDY'S QUICK SPIN ATTACK WILL MAKE IT POSSIBLE TO CLEAR THE FINAL BATCH OF KRITTERS TO THE ROPE THAT TAKES YOU ACROSS THE LAST GAP. INTERESTING WHAT HAPPENS AT THE END HERE. IT'S SORT OF PSYCHOLOGICAL WARFARE—YOU'VE MADE IT TO THE EXIT AND YOUR INSTINCT IS TO GET OUTTA HERE, BUT THEN, IF YOU'RE PERCEPTIVE, YOU NOTICE THAT LAST VINE LEADS DOWN OFF THE SCREEN. CURIOUS PLAYERS WILL SLIP DOWN IT TO FIND THE FINAL LETTER, "G", AND A BARREL CANNON THAT LANDS YOU SAFELY BACK AT THE EXIT. YET ANOTHER NICE LITTLE TOUCH THAT REWARDS THE ADVENTUROUS.

TEMPLE TEMPEST

RAMBI TOKEN BOUNCE!

AT THE VERY BEGINNING OF THIS LEVEL, GO RIGHT A LITTLE TO LURE A GNAWTY AFTER YOU, THEN GO TO THE VERY LEFT. WHEN THE GNAWTY'S CLOSE, BOUNCE ATTACK HIM AND LAND YOURSELF IN THE UPPER LEFT CORNER, THEN JUMP UP TO GET A HIDDEN RAMBI TOKEN!



"K" WAY TO BONUS!

MAKE SURE YOU SLIP DOWN TOWARD THE VERY END OF THE VINE IMMEDIATELY SO THAT YOUR TAIL TOUCHES THIS "K"...



WHEN YOU REACH THE RIGHT SIDE, WAIT A MOMENT UNTIL THE GNAWTY FALLS OFF THE LEFT EDGE...



THEN JUMP DOWN AND GRAB THE DK BARREL... RUN WITH IT AS FAST AS YOU CAN PAST THE GRINDSTONE AND LEAP OVER THIS GNAWTY, THEN OVER THE NEXT GAP...



BLAST THROUGH THIS LOW WALL...



TO REACH THIS 1-UP AND EXPRESSO BONUS! TO GET THE 1-UP, YOU MUST BOUNCE YOUR WAY ACROSS THE NECKIES VERY QUICKLY, OR ELSE THE BALLOON WILL FLOAT AWAY!





HERE WE GO AGAIN

LIKE THE LAST ONE, YOU'VE GOT TO TAKE OFF RUNNING TO BEAT THIS SECOND GRINDSTONE—TO MAKE MATTERS WORSE, BE ON THE LOOK OUT FOR GNAWTIES, WHICH YOU CAN EITHER LEAP OVER, BOUNCE OR SPIN ATTACK...

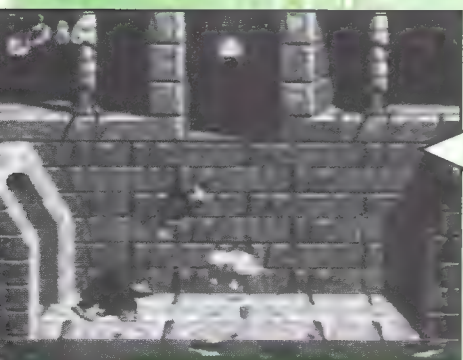
MAKE A RUNNING LEAP FOR THIS VINE AND LET GO WHEN IT REACHES EXTREME RIGHT SO THAT YOU CAN GRAB THE "O" AND CATCH THE OTHER VINE TO TAKE YOU ACROSS...



WHEN YOU REACH THIS VINE CLIMB IT QUICKLY. FEEL FREE TO HANG OUT AND CATCH YOUR BREATH UP HERE—THE GRINDSTONE CAN'T HURT YOU NOW! CHECK IT OUT—A CONTINUE BARREL!

VINE BONUS!

DURING THIS GRINDSTONE CHASE, QUICKLY SLIP ALL THE WAY DOWN THIS VINE AND FALL STRAIGHT DOWN OFF THE SCREEN...



YOU'LL GET BLASTED TO A RAMBI BONUS ROUND. YOU ONLY GET A RAMBI TOKEN IF YOU SNATCH ALL OF THE KLAP TRAP'S BANANAS.

"N" BOUNCE

AFTER THE RAMBI BONUS, LEAP OFF THE LEDGE AND LAND HARD ON THE BRICK HERE TO FREE UP THE "N" LETTER. AFTER YOU SNATCH IT, THINK FAST—THERE ARE SOME KRITTERS WAITING FOR YOU TO THE RIGHT.



BOUNCE CHASE

DIDDY IS BETTER AT BOUNCING OVER THIS GRINDSTONE, SO LET HIM LEAD IF YOU'RE BOTH HERE...

A RUNNING LEAP WITH A CONTINUOUS PRESS ON THE RIGHT CONTROL PAD WILL SAIL YOU OVER THESE BOUNCY TIRE PLATFORMS WITH EASE...

ONLY STOP TO GET THESE BANANAS IF THE GRINDSTONE ISN'T RIGHT ON YOUR TAIL...

DO THE SAME RUNNING LEAP AND BOUNCE OVER THESE ZINGERS WITHOUT HESITATING AND YOU'LL CLEAR THEM EVERY TIME...

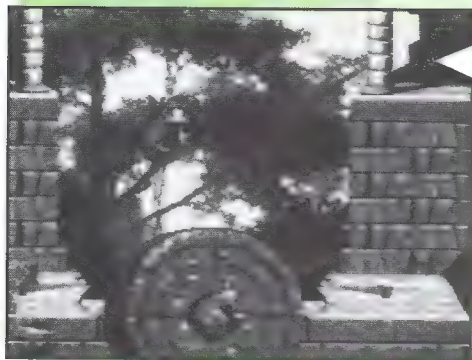
AT THIS LAST PIT IT'S EXTREMELY EASY TO GET CAUGHT IN HERE AND RUN OVER BY THE GRINDSTONE. THE TRICK IS TO ANTICIPATE IT AND TAKE A REGULAR LEAP DOWN INTO THE PIT—INSTEAD OF A RUNNING LEAP—SO THAT YOU DON'T HIT THE RIGHT WALL OF THE "V" AND SLIDE BACK DOWN.

FINAL CHASE

FOR THIS FINAL GRINDSTONE CHASE, TAKE A RUNNING LEAP JUST BEFORE YOU RUN INTO THE GRINDSTONE OR ELSE YOU WON'T CLEAR IT...

AS SOON AS YOU LAND DO A SPIN ATTACK TO GET PAST THE KRITTERS HERE...

THEN LEAP TO THE VINE AND YOU'RE SAFE. BUT BEFORE YOU SPLIT, SLIP DOWN THE LAST VINE WHEN IT REACHES THE RIGHT SIDE TO GET THE FINAL LETTER, "G," THEN DROP OFF TO LAND IN A CANNON BARREL THAT WILL BLAST YOU BACK UP TO THE EXIT GROUND.



ORANG-UTAN GANG

OKAY, THIS ONE WAS, FOR ME, ONE OF THE MOST FRUSTRATING LEVELS IN THE GAME. NOT SO MUCH AS A PLAYER, BUT AS A WRITER. SEE, UP UNTIL NOW, IT'S BEEN MOSTLY EASY FOR ME TO WRITE THE STRATEGY TEXT FOR EACH LEVEL IN A STRAIGHTFORWARD FASHION. THIS LEVEL BLOWS THAT PLAN THOUGH, BECAUSE THERE'S A TON OF BACKTRACKING INVOLVED IN ORDER TO FIND ITS FIVE BONUS ROOMS. AND THERE ARE A FEW WAYS TO GET THROUGH IT. THE WAY I DETAIL IT SEEMS TO ME LIKE THE MOST LOGICAL APPROACH, BUT YOU MAY COME UP WITH A BETTER PLAN. THOSE EXPRESSO LEAPS AND FLIGHTS ARE PARTICULARLY DIFFICULT IF YOU DON'T FIRST CLEAR AWAY BADDIES BEFORE FLYING OFF.

WHILE IT MAY NOT SEEM SO, THIS LEVEL IS PROBABLY THE MOST INVENTIVE, FOR ALL OF THE GRIPE I'VE JUST MENTIONED. THAT IT REQUIRES SOME SERIOUS BACKTRACKING, AND SOME ADVANCE PLANNING, MAKES IT UNLIKE ANY OTHER LEVEL IN THE GAME. MY STRATEGY WAS TO WIPE OUT AS MANY BADDIES BEHIND AND UP AHEAD, THEN GO FOR BONUS ROOMS. AFTER COMPLETING A BONUS ROOM, HOWEVER, MANY OF THE BADDIES ARE RESET AND BACK IN PLACE TO CAUSE MORE TROUBLE. AND FOR ME, THOSE MANKY KONGS ARE A NIGHTMARE. WHEN YOU'RE CLOSE ENOUGH—IF YOU'RE CLOSE ENOUGH—THEY AREN'T SO HARD TO BEAT, BUT WHEN THERE'S A KRITTER BOUNCING AT YOU AND A BARREL ROLLING YOUR WAY TOO, PERFECT TIMING (AND MORE THAN A LITTLE LUCK, IF YOU ASK ME), ARE IN ORDER TO SEE YOU THROUGH THE WORST OF IT. AS FOR AESTHETICS, THIS IS ALSO ONE OF THE MOST ALLURING LEVELS, WITH ITS SETTING SUN AT THE VERY BEGINNING, AND THE DUSKY COLOR SCHEME THROUGH THE REST OF THE GAME. CURIOUS OBSERVATION: HAVE YOU NOTICED THAT THE SCENE SEEMS TO BRIGHTEN WHEN YOU SWITCH FROM DIDDY KONG TO DONKEY KONG AS YOUR LEAD? IS THAT A SUBTLE HINT, PERHAPS, FROM THE FOLKS AT RARE, SUGGESTING THAT YOU LET THE MIGHTY DONKEY KONG TAKE THE LEAD FOR THIS LEVEL? IF SO, THAT'S GOOD ADVICE.

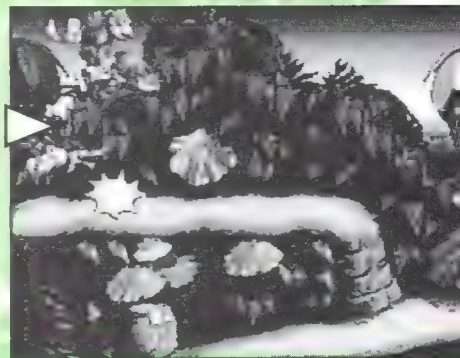
ORANG-UTAN GANG

PLANNING AHEAD

IN ORDER TO FIND THIS LEVEL'S EXTRA-COOL SECRET BONUS ROOM, YOU'RE GOING TO HAVE TO TAKE CARE OF SOME BADDIES FIRST, THEN BACKTRACK TO GET THE GOODS. START OUT BY HEADING RIGHT AND KNOCKING OUT EVERY BADDIE YOU ENCOUNTER, BEGINNING WITH THESE KRITTERS...



AND THEN THIS PAIR OF KLAP TRAPS. SEE THAT DK BARREL? REMEMBER IT, BECAUSE YOU'RE GOING TO COME BACK TO IT IN A MOMENT...



CONTINUE RIGHT UNTIL YOU REACH THIS ZINGER. THE EASIEST WAY TO CLEAR IT AND GRAB THE "K" IS TO BACKTRACK A SCREEN UNTIL YOU DON'T SEE THE ZINGER, THEN TURN AROUND AND RUN STRAIGHT FOR THE ZINGER AND TAKE A RUNNING LEAP OFF THE EDGE OF THE TREE—YOU'LL NAB THE "K" AND AVOID GETTING STUNG...



AT THIS DOUBLE KLAP TRAP SITE YOU'LL SEE EXPRESSO'S CRATE UP TOP—DON'T TAKE IT YET. FIRST, WIPE OUT THE KLAP TRAPS...



THEN GO UP AND LEAP RIGHT TO THE PALM TREES TO REACH THIS CONTINUE BARREL. NOW IT'S TIME FOR SOME VERY REWARDING BACKTRACKING!



RETURN TRIP

GO UP AND GRAB EXPRESSO—
BUT DON'T FLY OFF FROM THIS
LEVEL. INSTEAD, GO UP TO THE
HIGHEST TREE JUST LEFT OF
WHERE YOU GRAB EXPRESSO. IT'S
THE TREE THAT'S SO HIGH YOU
WON'T BE ABLE TO SEE EXPRESSO'S
FEET WHEN YOU'RE STANDING IN IT...

FROM THE HIGH TREE YOU CAN
TAKE A FLYING LEAP LEFT,
FLAPPING AS FAST AS YOU CAN
WITH THE "B" BUTTON UNTIL
YOU'RE SAFELY PAST
THE ZINGER...

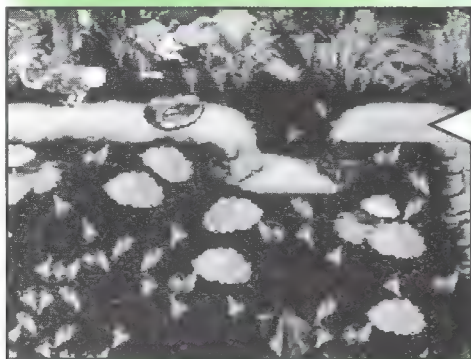
PROVIDING YOU KNOCKED OUT
ALL THE KRITTERS ON YOUR WAY
TO EXPRESSO IN THE FIRST PLACE,
YOU CAN THEN RUN ALONG THE
TREE TOP ROPES SAFELY AND
LEAP TO THIS HILL WITH THE
DK BARREL. TAKE A FLYING LEAP
OFF HERE...

AND FLAP FURIOUSLY UNTIL
YOU REACH THIS BONUS
ROOM CAVE ENTRANCE...

INSIDE, YOU CAN PLAY THE
ANIMAL BONUS SPIN GAME FOR
EACH ANIMAL—OR UNTIL YOU
MISS A LETTER AND GET
TELEPORTED OUT OF THE
CAVE BACK TO THE LEVEL.

GOOD LANDING

AFTER THE BONUS ROUND YOU'LL GET TELEPORTED TO THIS HILLTOP. WAIT! BEFORE YOU GO PUSHING THAT TIRE, TAKE A CLOSE LOOK AT THE GROUND. IF YOU PUSH IT TOO FAR IT WILL GET STUCK IN THE LOW PITS ON EITHER SIDE OF THE SOFT DIRT. MOVE IT A LITTLE TO THE RIGHT FIRST AND BOUNCE YOURSELF TO THE SOFT GROUND ON THE END TO UNEARTH A DK BARREL...



THEN MOVE THE TIRE A LITTLE LEFT AND BOUNCE THAT SIDE FOR AN ENGUARDE BONUS TOKEN!

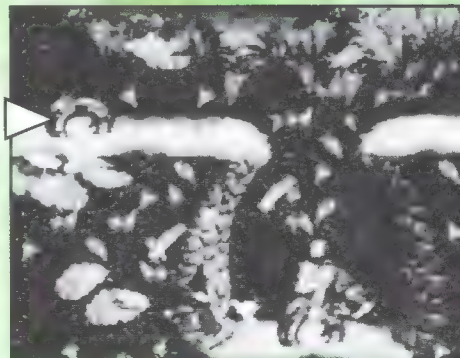


ORANG BANG!

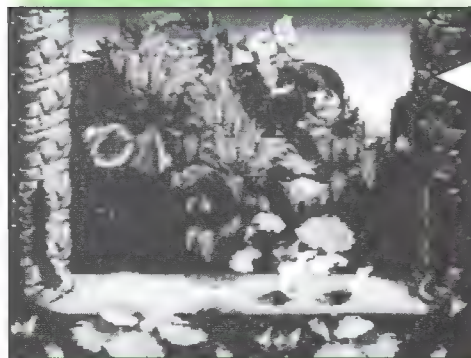
FROM THE HIGH HILLTOP, DROP DOWN ON THE RIGHT SIDE. DON'T TAKE THE BARREL JUST YET. FIRST, LEAP RIGHT AND CAREFULLY JUMP OVER THE MANKY KONG'S BARRELS TO AVOID THEM AND BOUNCE ATTACK HIM TO GET HIM OUT OF YOUR WAY...



GO BACK AND GRAB THE BARREL, TAKE IT DOWN TO THIS TIRE PIT, AND BLAST THROUGH THE LEFT WALL...



YOU'LL REACH THIS BOUNCY BONUS ROOM WITH TWO BANANA BUNCHES.

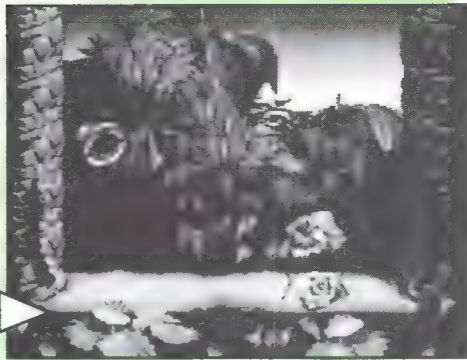




"G" SPOT

WHEN YOU LEAVE THE LAST BONUS ROOM YOU'LL LAND BACK ON THE HILL WITH ANOTHER BARREL TO TAKE. GRAB IT AND CROSS THE PREVIOUS TIRE PIT, THEN BLAST OUT THIS LOW WALL...

TO REACH THIS BONUS ROOM, WHERE YOU'LL FIND THE LETTER "G."



1-UP BONUS!

AFTER THE "G" BONUS, GO RIGHT AND BOUNCE ATTACK THE MANKY KONG AGAIN...



NEXT, GO BACK AND GRAB THE BARREL, THEN GO RIGHT AGAIN (PAST WHERE YOU JUST BOUNCED THE MANKY KONG), AND USE IT TO BREAK THROUGH THIS LOW WALL NEAR THE EXIT...



YOU'LL REACH THIS EXPRESSO-FLIGHT BONUS ROOM. LEAP OFF THE LEFT EDGE AND FLAP YOUR WINGS VERY FAST (RAPID "B" BUTTON ACTION) TO MAKE IT ALL THE WAY ACROSS TO THE RIGHT, WHERE THERE'S A 1-UP BALLOON JUST WAITING TO BE SNAGGED.



"N" END ANOTHER BONUS!

BEFORE YOU EXIT THIS LEVEL, MAKE SURE YOU BACKTRACK AND NAB THE LETTER "N," WHICH IS AT THE VERY BOTTOM OF THE HILL THAT'S GUARDED BY THREE KLAP TRAPS!...

TO REACH YET ANOTHER BONUS ROOM, YOU'LL HAVE TO DO SOME FANCY FLYING WITH EXPRESSO.



FLY RIGHT OFF THE "N" VERY LOW AND A SHORT DISTANCE TO REACH THIS FIRST HIDDEN HILL...

FLY A SHORT DISTANCE RIGHT AGAIN TO THIS HILL...



THEN FLY RIGHT AGAIN, VERY LOW AND A SHORT DISTANCE, TO REACH THIS BARREL AND WALL. HOP OFF EXPRESSO AND PICK UP THE BARREL, THEN THROW AT THE WALL TO SMASH OPEN A DOORWAY...

INSIDE, YOU'LL REACH THIS TRIPLE SOFT-GROUND BONUS ROOM!



CLAM CITY

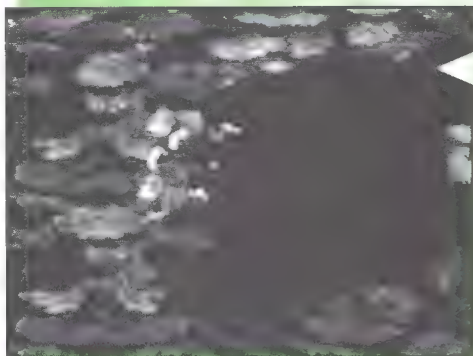
LOOKS LIKE WE'RE IN HOT WATER AGAIN. THIS TIME, THE SCENERY ISN'T QUITE AS COMPELLING AS THE FIRST TIME AROUND, AS IN CORAL CAPERS, AND THE LAYOUT IS OVERSIMPLIFIED. THERE AREN'T ANY SECRET LEVELS IN THIS UNDERWATER ADVENTURE, BUT THERE IS AN ENGUARDE BUDDY WAITING TO HELP YOU AT THE TOP AND TO THE LEFT OF THE FIRST UPSHAFT. HE'S HIDDEN ON THE OTHER SIDE OF THE CORAL WALL, WHICH YOU CAN SLIP THROUGH TO REACH. NO VISUAL CLUES HERE, UNFORTUNATELY, AND PLAYERS WHO MISS ENGUARDE THIS EARLY IN THE STAGE WILL BE SORRY LATER, BECAUSE HE'S AT YOUR SERVICE ONLY ONCE.

LIKE CORAL CAPERS, HAVING ENGUARDE AROUND MAKES SURVIVAL EASIER, BECAUSE IF YOU'RE HIT BY A BADDIE IT ONLY KNOCKS YOU OFF THE SWORDFISH, RATHER THAN COST YOU YOUR LIFE, OR YOUR BUDDIE'S LIFE. IF YOU ARE LUCKY YOU CAN GET BACK ONTO ENGUARDE'S BACK AND CONTINUE THE REST OF THE WAY WITH HIM. IT SEEMS A LITTLE UNFAIR THAT YOU CAN'T STRIKE THE CLAMBOS. GRANTED, THEIR SPITTING PEARL BOMBS ARE FAIR PROJECTILES, BUT THE CLAMBOS THEMSELVES SHOULD BE VULNERABLE, THE SAME WAY THAT MINI-NECKIES ARE. THEY SPIT NUTS AT YOU, BUT IF YOU NAIL THEM YOU WIPE OUT THEIR BOMB TACTICS. THAT'S MY OPINION ANYWAY. THE CLAMBOS AREN'T ALL THAT TOUGH TO GET PAST IF YOU'RE PATIENT...BUT THOSE CROCTOPUSES, THOSE I CAN EASILY DO WITHOUT. THERE'S LITTLE OR NO TIME TO OBSERVE THEIR PARTICULAR PATTERN. THE ONLY THING YOU CAN DO IS REACT WHEN YOU SEE THEM. USUALLY IT MEANS OUTRUNNING THEM, BUT AT THE VERY END OF THE LEVEL—JUST WHEN YOU THINK YOU'RE HOME FREE—A TRIO OF PARTICULARLY DIFFICULT CROCTOPUSES BLOCK YOUR WAY. IF YOU'RE WITH YOUR BUDDY AND YOU LOSE HIM, OR IF YOU'RE RIDING ENGUARDE AND GET HIT, YOU CAN USUALLY MAKE IT THE REST OF THE WAY SAFELY IF YOU HURRY. BUT IF YOU'RE ON YOUR OWN WHEN YOU GET TO THE LAST CROCTOPUSES, GOOD LUCK, AND SEE YOU BACK AT THE LAST CONTINUE BARREL!

CLAM CITY

CLAM CHOWDER!

SWIM UP THIS UPSHAFT AFTER
THE FIRST CLAMBO THEN GO LEFT
AT THE TOP...

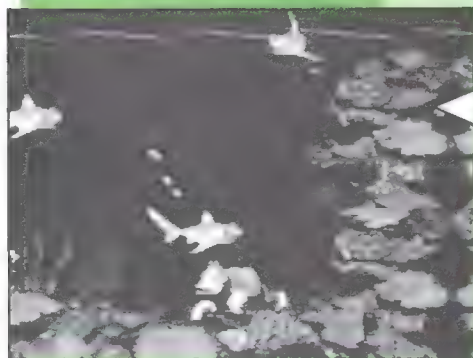


TO REACH THIS SECRET ROOM
WITH THE LETTER "K" AND
ENGUARDE!

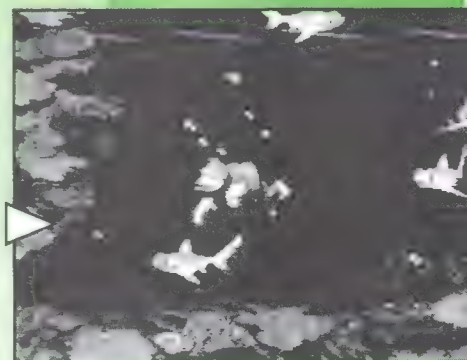


CHOMPS JR. SCHOOL

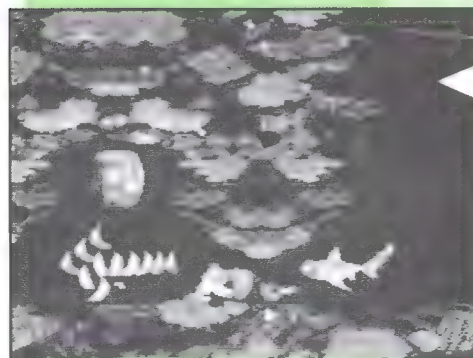
STAY LOW AND SWIM SLOWLY
LEFT TO GET PAST THIS FIRST
CHOMPS JR...



THEN EASE UP AND OVER THIS
ONE AT THE END, AND WHEN HE
SWIMS RIGHT FOR A MOMENT...



SLIP DOWN AND LEFT TO THIS
CONTINUE BARREL. PHEW!



UP ACROSS DOWN

AFTER THE CONTINUE BARREL SWIM UP THIS UPSHAFT CAREFULLY AND HANG OUT AT THE TOP HERE UNTIL THE CLAMBO FIRES HIS PEARL BOMB. WHEN THE ONE IN FRONT OF YOUR FACE IS CLEAR SWIM LEFT...

IF YOU CAN'T SEEM TO GET PAST THIS NEXT CLAMBO IN THE DOWNSHAFT, TRY SINKING DIAGONALLY FROM THE UPPER LEFT TO TIME YOUR DESCENT TO MISS HIS PEARL BOMB...

AT THE BOTTOM, YOU'LL REACH THIS DK BARREL AND PICK UP YOUR BUDDY IF YOU LOST HIM.

ABOUT FACE

TO GET PAST THESE DADDY CHOMPS, GO ALL THE WAY TO THE LEFT WALL AND FACE IT, THEN SWIM UP CAREFULLY, HANGING OUT BETWEEN CHOMPS WHEN THEY'RE CLOSE TOGETHER, THEN SWIMMING UP SOME MORE UNTIL YOU REACH THE TOP...

WHERE YOU'LL FIND THE LETTER "N."

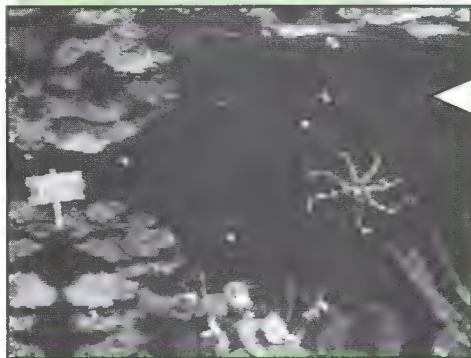
WINKY TOKEN

AFTER THE "N," SWIM TO THE RIGHT AND DOWN AT ONCE TO LAND SAFELY IN THIS LITTLE WINKY PIT BESIDE THE CLAMBO. HIS PEARL BOMBS WON'T HIT YOU HERE...

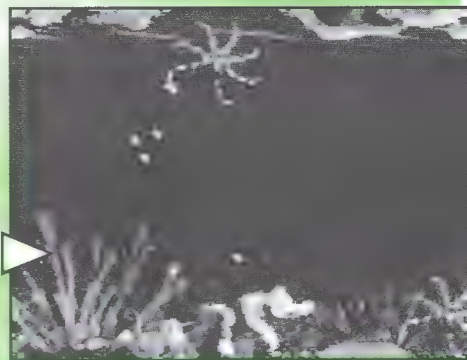
BUT THEY WILL GET YOU ON THE WAY OUT IF YOU AREN'T CAREFUL. GO SLOWLY AND STAY BETWEEN THEM, THEN SWIM FAST WHEN THERE'S A BREAK.

CROCTOPUS PATTERN

WHEN YOU COME TO THIS TRIO OF TRICKY CROCTOPUSES, HANG OUT HERE AT THE BOTTOM LEFT FOR A MOMENT, THEN GO RIGHT WHEN THE FIRST CROC IS ON ITS WAY UP...

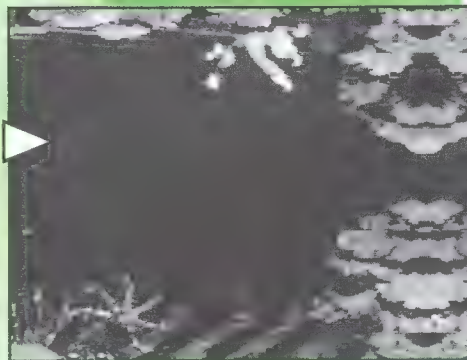


STAY LOW THEN START RIGHT AS THE SECOND ONE IS COMING DOWN...



FOLLOW THE THIRD ONE UP (STAYING TO ITS LEFT)...

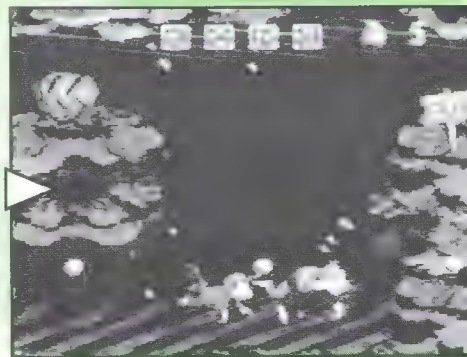
THEN STAY HIGH AND FOLLOW IT RIGHT WHEN IT GOES RIGHT AND DOWN TO GET YOURSELF TO THE NEXT AND FINAL AREA.



LAST CLAMBO

THIS LAST CLAMBO, WHO'S GUARDING THE EXIT, SHOOTS HIS PEARLS IN A CLOSE PATTERN. STAY BETWEEN THEM UNTIL THEY PASS YOU, THEN QUICKLY SWIM RIGHT TO GET THE "G"...

BUT DON'T GO STRAIGHT FOR THE EXIT, OR YOU'LL GET HIT—FLOAT BETWEEN THE PEARL BOMBS FOR A MOMENT UNTIL THEY PASS, THEN SWIM UP TO THE EXIT!



SNOW BARREL BLAST

OH, HOW LOVELY EVERYTHING STARTS OUT HERE IN SNOWVILLE. IT'S BEAUTIFUL TO LOOK AT, AND THE NEW MONKEY-WRENCH IN YOUR GAMEPLAY—SLIPPERY ICE, WHICH MAKES IT HARD TO CONTROL YOURSELF—ADDS AN INTERESTING NEW TWIST TO OUR ADVENTURE. BUT GETTING STARTED IS MORE THAN A LITTLE FRUSTRATING, WHAT WITH THE SNOWSTORM BLARIN' DOWN AT YOU AND THIS SLIPPERY ICE, AND A CRAZY ASSORTMENT OF BADDIES. THE GOOD THING OF COURSE IS THAT OUR "UP AND TO THE LEFT" SECRET IS IN EFFECT HERE, TAKING YOU TO AN EASY BONUS LEVEL. THEN THERE'S THAT PRETTY EASY 1-UP YOU CAN GET IF YOU BOUNCE ATTACK THE NECKIES QUICKLY AND EFFECTIVELY. AND, LET'S NOT FORGET THAT EASY-TO-FIND CANNON BARREL THAT'S WAITING FOR YOU JUST TO THE LEFT OF THE CONTINUE BARREL. FAIR SHAKES, INDEED.

WHERE THIS LEVEL STARTS TO GET DIFFICULT IS AFTER THE RAMBI TOKEN.

LUCKILY, THERE'S A SECRET, HIDDEN CANNON BARREL NEARBY, DESCRIBED IN THE STRATEGY TEXT, THAT LETS YOU BLAST PAST ALL THE HARD CANNON BARRELS. MY ADVICE: TAKE IT! YOU'LL GET THE FINAL LETTER "G", AND SAVE YOURSELF A LOT OF TROUBLE WITH SOME VERY TIMING-SENSITIVE CANNON BARRELS, ALL OF WHICH ARE GUARDED BY SOME VERY UNCOMPROMISING ZINGERS. THEN AGAIN, SOME OF YOU ARE SICKOS AND LOVE A CHALLENGE, RIGHT? SURE, THEN, GO FOR IT. KNOCK YOURSELF OUT. ME, I'M OUTTA HERE AFTER I NAB THAT LAST LETTER AND MAKE SURE I HAVEN'T MISSED ANYTHING YOU'D WANT TO KNOW ABOUT. WEIRDO ZEN SUGGESTION: BEFORE YOU LEAVE THIS LEVEL THROUGH THE EXIT, STOP AND LET THE SNOW FALL ALL AROUND YOU, RELAX, STARE OFF INTO SPACE, GIVE YOUR THUMB A REST. OR, BETTER YET, IF IT'S SNOWING IN YOUR PARTS, GO OUTSIDE, TOSS A FEW SNOWBALLS, AND GET A GOOD NIGHT SLEEP...BECAUSE, I'M WARNING YOU, WHETHER YOU'RE NAUGHTY OR NICE, THE NEXT LEVEL IS A NIGHTMARE!



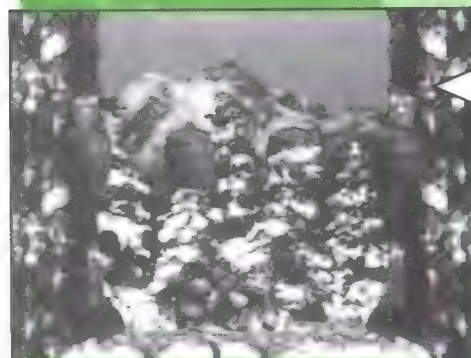
SNOW BARREL BLAST

FRESH START!

AT THE VERY BEGINNING, HOP UP ONTO THE IGLOO ROOF AND WHEN THE NECKY IS CLOSE ENOUGH, BOUNCE OFF IT AND TO THE LEFT...



TO LAND IN THIS SECRET WINKY BONUS ROOM!

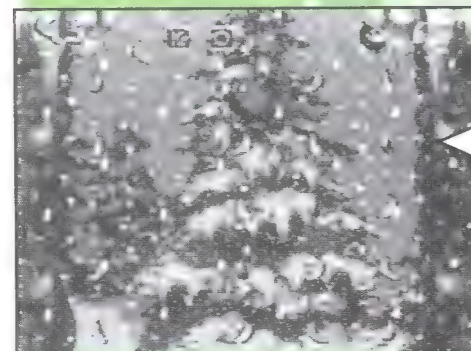


CONTINUE "O" BONUS!

WHEN YOU REACH THE CONTINUE BARREL...



GO LEFT, AND HAVE DONKEY KONG BOUNCE THE KRUSHA...

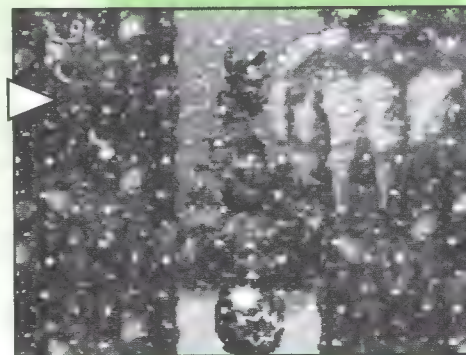
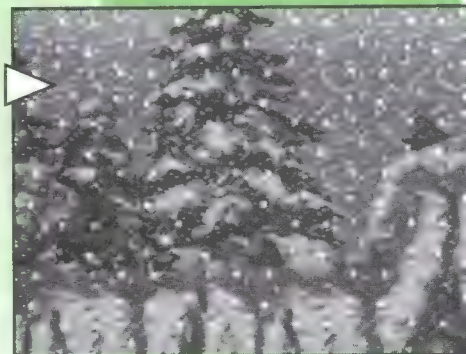


THEN DROP OFF THE LEFT EDGE...

YOU'LL GET BLASTED TO THIS BANANA BONUS LEVEL—MAKE SURE YOU FIRE YOURSELF UP THE CENTER ROW TO REACH THE "O" LETTER!

PART 4: GORILLA GLACIER

SLIP, SLIDE, AND AWAY! THIS PART IS PRETTY DARN SLIPPERY. THE TRICK IS LEARNING THE FEEL OF THE ICE TO KEEP FROM SLIDING OFF THE EDGE OF THE ICY PLATFORMS. FORTUNATELY, THERE'S A SECRET CHEAT IN THE FIRST LEVEL TO MAKE GETTING STARTED A LITTLE EASIER! DON'T JUST SIT THERE SCRATCHIN' YOUR FURRY HEAD—LET'S CRACK SOME ICE!



SECRET DOWNER BONUS!

AFTER YOU BOUNCE THE
NECKIES, LEAP TO THE CANNON
BARREL TO THE RIGHT...

YOU'LL GET BLASTED TO
THIS ZINGER BARREL.
THE TRICK HERE IS TO
FIRE YOURSELF STRAIGHT
DOWN INSTEAD
OF RIGHT...

YOU'LL LAND SAFELY ON AN
ICE PLATFORM. GO RIGHT
TO THE CANNON BARREL...

BLAST YOURSELF UP
PAST THE "N"...

AND YOU'LL WIND UP IN THIS
BANANA BONUS ROUND!

RAMBI QUICKIE
SNAGGING THIS RAMBI TOKEN IS
TOUGH. THE TRICK IS TO BLAST
OUT OF THE CANNON BARREL
JUST AS IT'S ABOUT TO POINT
STRAIGHT UP. GOOD LUCK!

EARLY RETIREMENT TELEPORT!

RIGHT AFTER THE RAMBI
TOKEN...

BOUNCE THE NECKY TO REACH
THE BARRELS...

FIRE YOURSELF TO THIS BOTTOM
BARREL...

THEN BLAST YOURSELF STRAIGHT
DOWN (INSTEAD OF UP AND
RIGHT)...

YOU'LL HIT A SPECIAL CANNON
BARREL THAT WILL JET YOU
ON A BANANA STREAM, PAST
THE "G" LETTER, AND TO THE
END OF THE LEVEL...

BOUNCE THIS KLAP TRAP RIGHT
AFTER YOU LAND...

THEN GO RIGHT AND YOU'RE
OUTTA HERE!

SLIP SLIDE RIDE

I ABSOLUTELY DESPISE THIS LEVEL. IT WAS NEARLY THE DEATH OF ME. OKAY, THAT'S A LITTLE EXTREME, BUT AT ONE POINT I WAS SO FRUSTRATED WITH IT I NEVER THOUGHT I'D FINISH THIS BOOK. YOU'VE GOT THOSE AUTO-UP-AND-DOWN ICE VINES, AND SLIPPERY ICE VINES, AND A SLEW OF ZINGERS TO GET THROUGH, AND YOU'VE JUST ABOUT LOST ME FOR THE FIRST HALF OF THE GAME—JUST ABOUT, BUT NOT QUITE. WHAT A RELIEF IT IS TO REACH THAT CONTINUE BARREL AT THE HALF WAY POINT. BUT, OF COURSE, I KNEW THE WORST WAS YET TO COME. I PROBABLY SHOULDN'T HAVE KEPT GOING. SHOULD HAVE TAKEN MY OWN ADVICE AND PROCEEDED PAST THE CONTINUE BARREL THE NEXT DAY.

AFTER THE CONTINUE BARREL, I HIT MY FIRST UPSETTING SNAG IN THIS BOOK. FIRST, IT WAS REACHING THAT NEXT-TO-IMPOSSIBLE CANNON BARREL THAT BLASTS YOU TO THE THIRD BONUS LEVEL. HECK, IF I WEREN'T WRITING A STRATEGY GUIDE, I WOULD HAVE GIVEN UP ON IT. BUT OF COURSE I WAS WRITING A STRATEGY GUIDE, WHICH MEANS YOU CAN LEAVE NO STONE, OR IN THIS CASE, ICE CUBE, UNTURNED. NEXT, IT WAS THAT SERIES OF SIX PARALLEL ICE VINES YOU HAVE TO GET ACROSS QUICKLY TO MAKE IT TO THE LEFT, WHICH EVENTUALLY LEADS TO THE LEFT-ARROW SIGN... AND THIS IS WHAT NEARLY CAUSED ME TO LOSE IT. I WANTED TO TOSS MY SNES OUT THE WINDOW, IS HOW FRUSTRATED I BECAME. WHY? WHY, THAT DARN PAIR OF PARALLEL ICE VINES, OF COURSE. THE ONES YOU HAVE TO FRANTICALLY JUMP BETWEEN WHILE SHIMMYING YOUR WAY UP THEM, ALL THE WHILE FIGHTING GRAVITY, SINCE IT IS TRYING WITH ALL ITS MIGHT TO PULL YOU DOWN! I WORE MY THUMB SORE AND TOOK ABOUT A HUNDRED TYLENOL AFTER THIS ONE. AFTER, THAT IS, I FINISHED IT. AT ONE POINT I WAS CONVINCED MY CONTROLLER WAS BEAT, SO I RUSHED OUT TO TOYS-R-US A FEW MINUTES BEFORE THEY CLOSED TO BUY A NEW CONTROLLER. HENCE, IT WASN'T THE CONTROLLER. IT WAS ME AND MY INABILITY TO GET THE HELL UP THOSE DAMN ICE VINES. EVENTUALLY, WHEN I MADE IT TO THE TOP, THE FINAL INSULT WAS THAT LAST LETTER, "G". MORE STRUGGLING, FRANTIC, SWEATING, THUMB-BASHING, UNTIL I GOT THE STUPID LETTER. AND WHAT FOR? SO I COULD SHOW YOU HOW. HOPE YOU'RE HAPPY. AND HEY, YOU'RE WELCOME. (FEEL FREE TO SEND SYMPATHY CARDS, LETTERS, AND DONATIONS, CARE OF PRIMA.)

SLIP SLIDE RIDE

KRITTER BOUNCE BONUS

AT THE VERY BEGINNING, GO RIGHT A LITTLE TO LURE A KRITTER AFTER YOU, THEN GO LEFT AND BOUNCE HIM WHEN HE'S UNDER THIS VINE TO REACH IT...

AT THE TOP, LEAP LEFT AND GRAB THE BARREL TO BLAST THROUGH THE WALL...

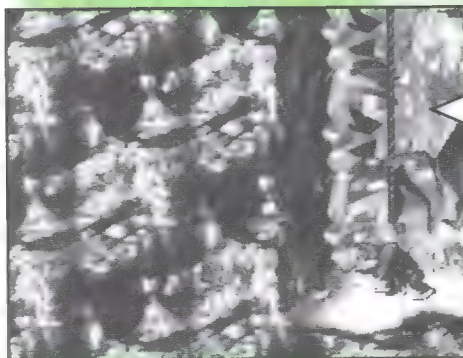
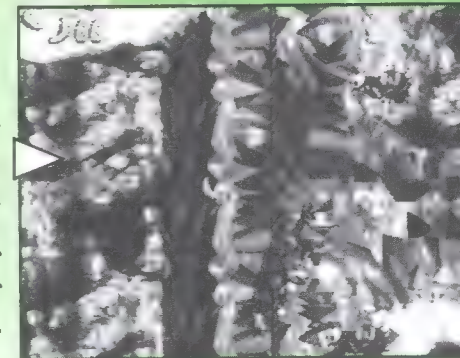
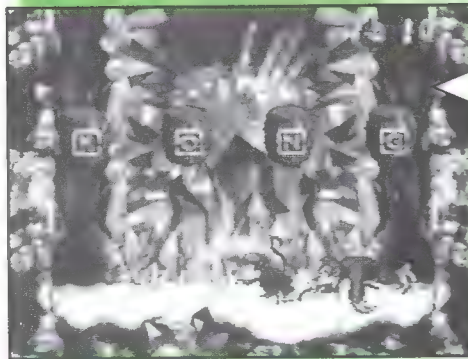
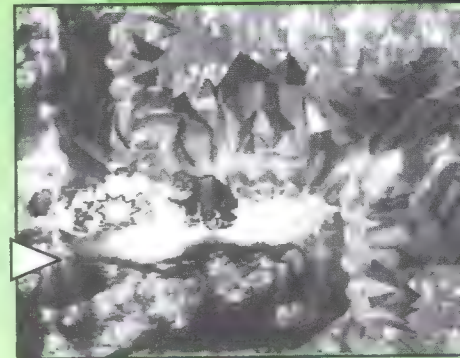
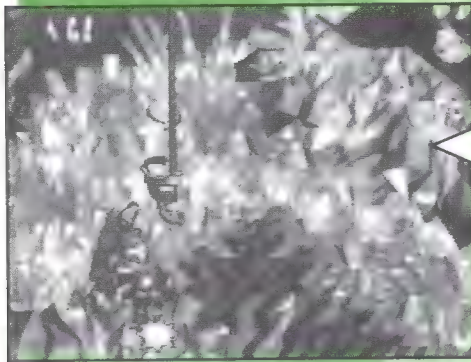
SPELL OUT THE WORD "KONG" TO GET YOURSELF A NEW LIFE!

BONUS ROOM 2!

RIGHT AFTER YOU GET THE "K" YOU'LL TAKE THIS VINE GOING DOWN—JUMP OFF AND TO THE RIGHT WHEN YOU'RE BETWEEN THESE ZINGERS ON YOUR WAY DOWN TO GET A CLEVERLY HIDDEN BARREL. GRAB IT...

THEN LEAP OVER THE ZINGERS AND FALL STRAIGHT DOWN AND USE THE BARREL TO BREAK THROUGH THE ICE WALL AT THE BOTTOM LEFT...

INSIDE, A BONUS ROOM—SPELL "NINTENDO," WIN A BONUS!



"O" BOY ENGUARDE!

AFTER THE CONTINUE BARREL, YOU'LL TAKE A VINE UP TO HERE. GO RIGHT A LITTLE TO LURE A KRITTER, THEN GO LEFT AND BOUNCE HIM WHEN HE'S UNDER THIS VINE TO REACH IT...

AT THE TOP, JUMP LEFT AND GRAB THE LETTER "O"...

THEN TAKE A LEAP OFF THE RIGHT AND LAND HARD ON THE GROUND BENEATH THE VINE TO REVEAL THIS ENGUARDE TOKEN! THREE'S A CHARM!

BONUS ROOM 3!

REACHING THE THIRD BONUS ROOM IS TOUGH. START BY LEAPING RIGHT FROM ONE VINE TO THE NEXT VERY FAST...

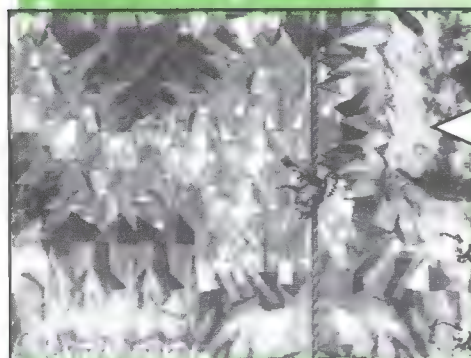
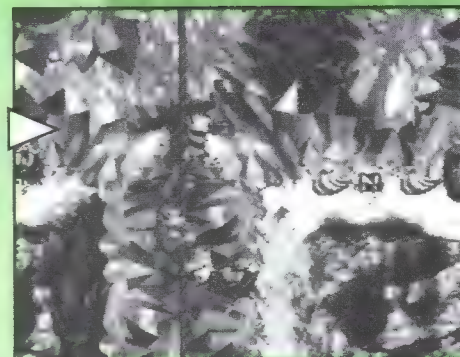
WHEN YOU REACH THE ONE WITH THE ZINGER OVER IT, LEAP BACK ONE VINE TO THE LEFT, AND IT WILL TAKE YOU UP TO THE CANNON BARREL THAT'S NEARLY HIDDEN HERE...

WHAMO!—A BANANA BONUS ROOM WITH AN EXPRESSO TOKEN SITTING PRETTY AT THE END!



YOU'RE "N" TROUBLE
GETTING THE "N" LETTER IS A NIGHTMARE. AT THIS PAIR OF VINES, TAKE THE RIGHT ONE GOING UP...

UNLESS YOUR TIMING IS LUCKY, YOU'LL PROBABLY GET STUNG BEFORE YOU REACH THE TOP—DON'T WORRY, THERE'S A DK BARREL HERE TO GET BACK YOUR BUDDY...

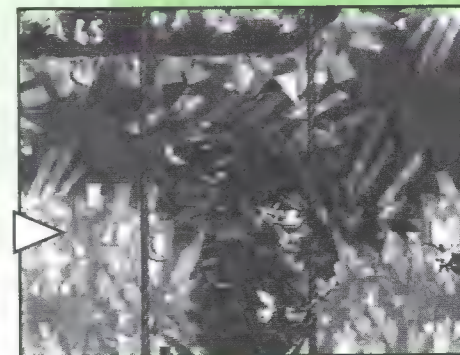
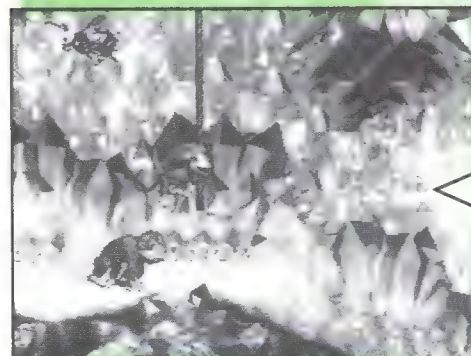


TOSS THE BARREL TO THE LEFT TO TAKE OUT ONE OR BOTH OF THE ZINGERS, THEN JUMP LEFT TO CONTINUE ONWARD AND UPWARD! (A WORD OF ADVICE: SKIP THIS "N"ONSENSE IF YOU ARRIVE AT THE BEGINNING VINES WITHOUT YOUR BUDDY.)

UP & OVER FRUSTRATION

TO GET PAST THIS ZINGER WITHOUT GETTING STUNG, LEAP UP TO THE VINE JUST AS HE'S REACHING THE LEFT SIDE OF HIS BACK-AND-FORTH PATTERN...

AT THE TOP AND TO THE LEFT, YOU NEED TO TAKE THESE SIX VINES FAST AND FURIOUS IN ORDER TO MAKE IT TO THE LAST AND MOST DIFFICULT CHALLENGE TO LEAVE THIS LEVEL ALIVE!



YOUR WORST NIGHTMARE

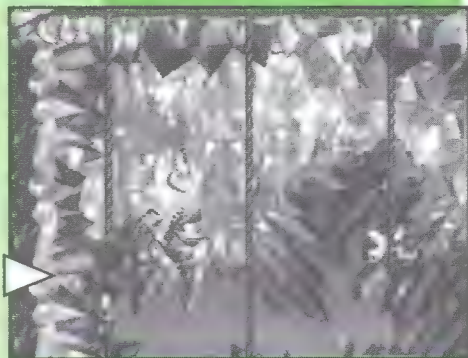
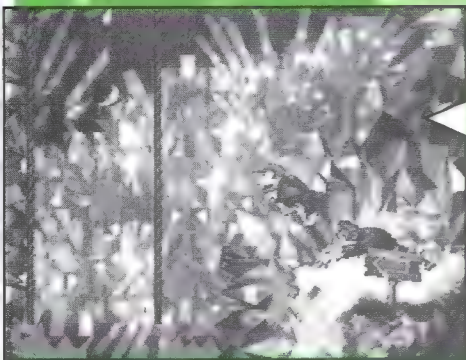
THIS IS ONE OF THE GAME'S HARDEST CHALLENGES—BEFORE YOU LEAP TO THESE SUPER-SLIPPERY PARALLEL VINES, WAIT FOR THEM TO MOVE CLOSER TOGETHER, THEN GO FOR IT...

THE TRICK TO GETTING TO THE TOP IS TO LEAP VERY QUICKLY BACK AND FORTH BETWEEN THE VINES, WORKING YOUR WAY UP—IT'S A SLOW AND PAINFUL PROCESS...

ONCE YOU'RE THERE, MAKE SURE YOU'RE AS HIGH UP AS POSSIBLE BEFORE YOU LEAP FROM THE SECOND VINE TO THE THIRD VINE (WITH THE ZINGER BELOW IT), THEN LEAP RIGHT—THE WORST IS BEHIND YOU NOW!

WORTH THE STRUGGLE?

IF THAT LAST STRUGGLE UP THOSE PARALLEL VINES DIDN'T TOTALLY WIPE YOU OUT, GO AHEAD AND TRY TO GET THE "G" UP ABOVE THE LAST SINGLE VINE TO THE LEFT OF THE EXIT. YOU'LL HAVE TO LEAP AND WORK YOUR WAY UP AS FURIOUSLY AS THE LAST ROUND, HOWEVER THIS TIME THERE'S ONLY ONE VINE TO WORK WITH, SO LEAPING ON AND OFF OF IT QUICKLY TAKES AN INCREDIBLE SENSE OF TIMING—AND SKILL! IF YOU'RE BEAT, THEN BAIL ON IT—THERE'RE MORE GOODIES WAITING FOR YA JUST 'ROUND THE NEXT CORNER.



ICE AGE ALLEY

OW, STILL FEELING A LITTLE SORE AFTER THAT LAST, BRUTAL LEVEL. YEAH, YEAH, LET ME GUESS, YOU'RE LIKE, WHAT BRUTAL LEVEL? SLIP SLIDE RIDE? PIECE OF CAKE. HA HA. RIGHT! WELL, I'M PROBABLY A LOT OLDER THAN YOU, AND MY BONES AREN'T AS FLEXIBLE. ANYWAY, ICE AGE ALLEY MAKES UP FOR THE LAST ONE. IT'S NOT THAT TOUGH TO BEAT, AND WITH SOME CAREFUL PLANNING, YOU CAN MAKE THE MOST OF EXPRESSO. HEY, NOTHING LIKE TAKING THE OL' OSTRICH FOR A RIDE IN A BLAZING SNOWSTORM, AM I RIGHT? TO GET EXPRESSO, THE "LOOK UP AND TO THE LEFT" TRICK WORKS ONCE AGAIN, AFTER, THAT IS, YOU NAIL THAT DORKY MINI-NECKY. AS IF AVOIDING BREAKING YOUR OWN NECK ON THE SLIPPERY ICE ISN'T ENOUGH, TAKE OFFS AND LANDINGS ARE TRICKY WITH EXPRESSO. WATCH YOUR STEP, FURMEISTERS!

FOR CRYING OUT LOUD, WHAT'S A MANKY KONG DOING IN THE ICE AGE? THEN AGAIN, DO VULTURES FLY NORTH FOR THE WINTER? DIDN'T THINK SO. MAN, THOSE RARE PEOPLE LOVE TO TORTURE US, PUTTING THAT MANKY AT THE END LIKE THAT. IT'S GONNA TAKE SOME TRICKY ACTION TO GET UP THE ICY HILL AND KNOCK HIM OFF. BUT BY NOW YOU'VE PROBABLY GOTTEN THE HANG OF TAKING OUT MANKY KONGS AND KEEPING FROM SLIPPING OFF THE EDGE. HEY, GOOD FOR YOU. MIGHT AS WELL ENJOY IT, BECAUSE THIS IS YOUR LAST TASTE OF SNOW IN THIS PART. AND OH, IN CASE NO ONE EVER WARNED YOU, SOME ADVICE: "WATCH OUT WHERE THOSE HUSKIES GO, DON'T YOU EAT THAT YELLOW SNOW."

ICE AGE ALLEY

GO LEFT, YOUNG MONKEY!

AT THE START OF THIS LEVEL, BOUNCE ATTACK THE MINI-NECKY SPITTIN' AT YOU HERE, THEN LEAP LEFT OFF THE EDGE...

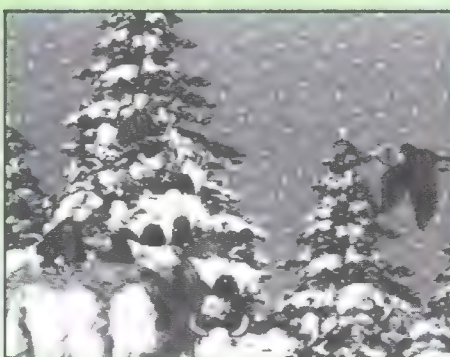
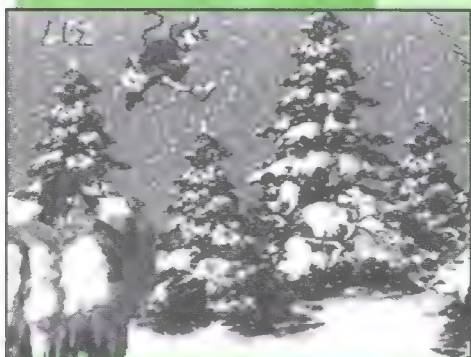
YOU'LL GET THE LETTER "K," AND EXPRESSO!

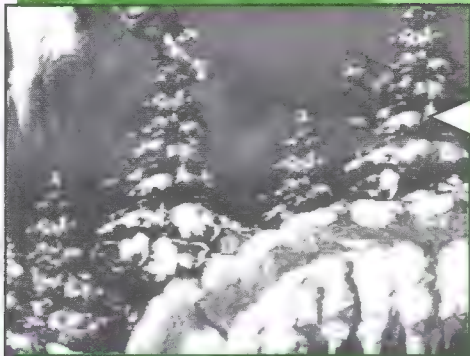
NEXT, BOUNCE EXPRESSO BACK UP TO WHERE YOU STARTED AND CAREFULLY FLY RIGHT PAST THE MINI-NECKY...

AND PAST THE KRITTER. YOU CAN ALSO HOP OFF EXPRESSO HERE AND BOUNCE THE KRITTER INSTEAD, IF YOU'RE AFRAID OF GETTING KNOCKED OFF AND LOSING HIM.

HIGH FLYIN'

AFTER THE KRITTER, TAKE EXPRESSO FOR A SHORT FLIGHT TO THE SMALL MID-AIR PLATFORM... REST HERE FOR A SECOND, THEN TAKE A HIGH JUMP AND FLY RIGHT PAST THE TWO NECKIES... AND PAST THE CANNON BARREL, TO THE LOW HILL ON THE RIGHT.

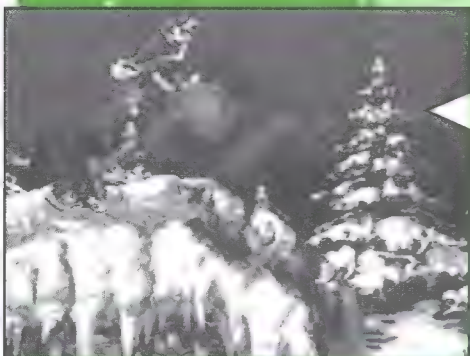
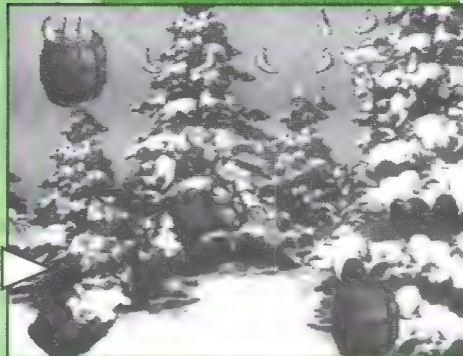




BONUS BLAST LEAP!

TO REACH THE CANNON BARREL UP HERE, YOU NEED TO FLY EXPRESSO AS CLOSE TO IT AS POSSIBLE, THEN PRESS THE "A" BUTTON TO LEAP OFF HIS BACK AND LAND IN THE BARREL...

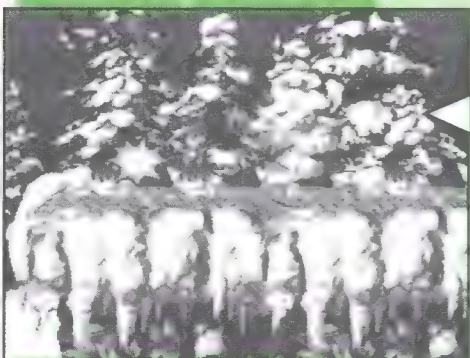
A MAJOR BANANA AND EXPRESSO BONUS.



"O" NWARD GO!

AFTER YOU NAIL THE MINI-NECKY ON THE HILL, FLY EXPRESSO RIGHT UNTIL YOU REACH THE LEDGE WITH THE "O" NEARBY...

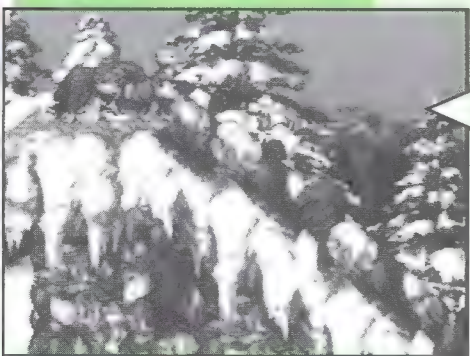
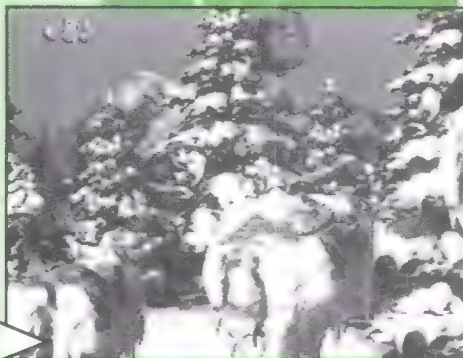
PARK EXPRESSO HERE FOR A MOMENT BY HOPPING OFF HIM, THEN PERFORM THE ROLL/JUMP FROM THE RIGHT EDGE TO NAB THE "O"...



NEXT, CAREFULLY LEAP UP AND RIGHT AND BOUNCE ATTACK THE MINI NECKY TO MAKE YOUR NEXT EXPRESSO FLIGHT EASIER.

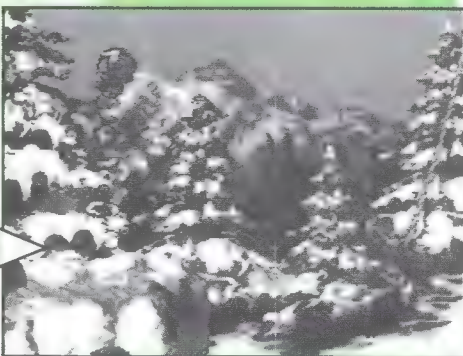
MANKY KONG GOTCHA!

PARK EXPRESSO AT THIS DK BARREL THEN LEAP RIGHT TO NAIL THE KLAP TRAP...



THEN TAKE NECKY UP TO THE HILL AND JUMP OFF HIM RIGHT AWAY...

LEAP DOWN AND BOUNCE ATTACK THE MANKY KONG!

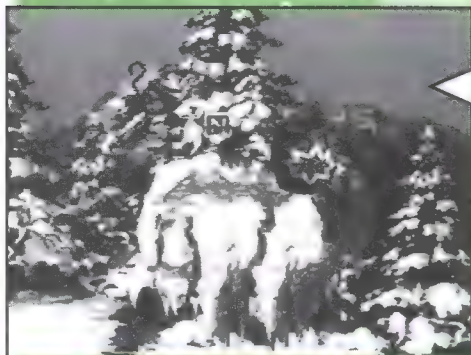




RGB BALLOON BONUS!

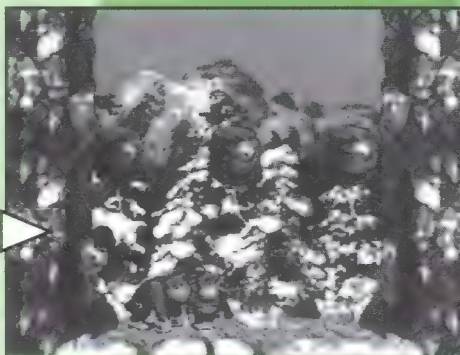
AFTER THE MANKY KONG IN THE LAST SCREEN, FLY RIGHT UNTIL YOU REACH THIS KLAP TRAP. PARK EXPRESSO ON THE SAFE GROUND, THEN LEAP TO THE RIGHT AND BOUNCE ATTACK THE KLAP TRAP.

GO BACK FOR EXPRESSO AND FLY UP AND RIGHT... UNTIL YOU REACH THE LEDGE ABOVE THE STEEL KEG...



FLY RIGHT TO REACH THE LETTER "N" AND THE CANNON BARREL THAT WILL BLAST YOU UP TO...

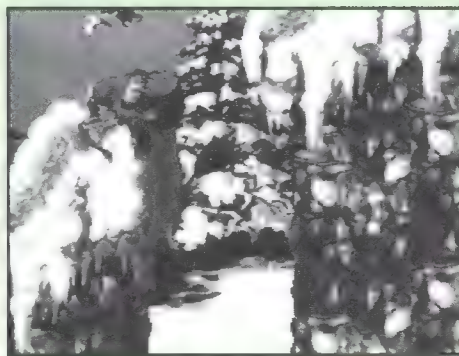
A RED, GREEN, AND BLUE BALLOON BONUS ROUND! TRY TO CATCH THREE BLUE BALLOONS TO GET THREE EXTRA LIVES!



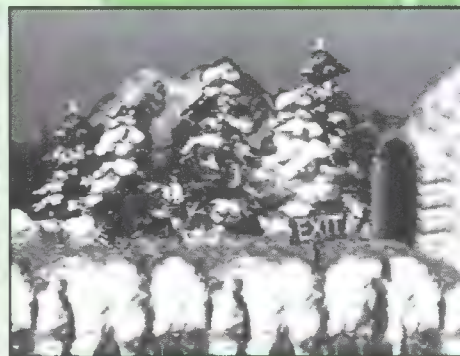
"G"O TO THE EXIT



FROM THE LAST HILL, WHERE YOU KNOCKED OFF THE MANKY KONG, FLY RIGHT TO NAB THE "G"...



KEEP FLYING RIGHT AS FAST AS YOU CAN AND YOU CAN MAKE IT RIGHT OVER THIS LAST MANKY KONG'S HEAD...



AND TO THE EXIT!

CROCTOPUS CHASE

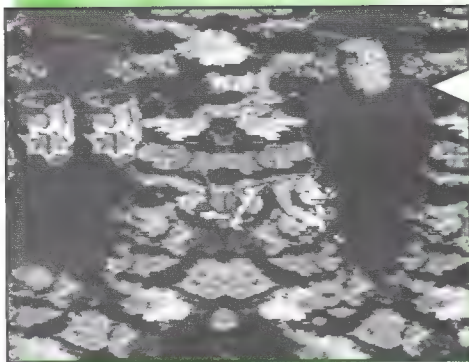
THE VERY NAME OF THIS LEVEL IS ENOUGH TO CAUSE YOU TO BREAK OUT IN HIVES. BUT IT'S NOT AS BAD AS IT SOUNDS. THE WORD "CHASE" IN THE TITLE IS THE TIP OFF. CHASE. YOU WILL BE CHASED, LIKE CRAZY, BY THOSE ANNOYING CROCTOPUSES. THEY HAVE THE STAMINA OF THE ROAD RUNNER, AND THE ONLY WAY TO MAKE IT PAST THEM IS BY SWIMMING YOUR TAIL OFF AND NOT MISSING A SINGLE NECESSARY TURN. YOU'LL WANT TO FOLLOW THE STRATEGY TEXT CLOSELY IN A FEW PLACES IN ORDER TO FIND HARD-TO-REACH HIDDEN ITEMS, AS WELL AS AVOID GETTING CAUGHT IN AN ENDLESS LOOP THAT MIGHT OTHERWISE HAVE YOU SWIMMING IN CIRCLES. IF ANY LEVEL HAS A MAZE-LIKE QUALITY TO IT, IT'S THIS ONE (AS WELL AS POISON POND, LATER).

REMEMBER WHAT I SAID ABOUT SWIMMING YOUR TAIL OFF TO GET SAFELY PAST THE CROCTOPUSES? WELL, THAT'S ONLY HALF TRUE. IN THE SECOND HALF OF THE GAME THERE IS A SECTION IN WHICH NOT SWIMMING, BUT DOING A CONTROLLED DESCENT, IS YOUR ONLY SAFE BET FOR OUTRUNNING THE CROCTOPUS THAT'S COMING UP ON YOUR TAIL DOUBLE TIME. ONCE YOU ARE PAST HIM, THERE'S A DANDY HIDDEN ROOM TO THE RIGHT. BEFORE YOU GO IN, YOU'LL GET A GOOD, RARE LOOK (PUN INTENDED) AT A CROCTOPUS AT REST, TOO! WHAT A BEAUTIFUL TERROR THEY ARE! DON'T MISS THAT ENGUARDE NEAR THE END OF THE LEVEL. YEAH, IT MIGHT HAVE BEEN NICE TO HAVE HIM SOONER, BUT THEN AGAIN, IT MIGHT NOT—IT'S EASIER OUTRUNNING THE PREVIOUS CROCTOPUSES WITHOUT HIM, IN MY OPINION. HE IS, HOWEVER, HELPFUL FOR THE FINAL STRETCH, ESPECIALLY THE VERY END, WHERE, IF YOU'RE HIT WHILE RIDING HIM, YOU WILL MOST LIKELY MAKE IT OUT THE REST OF THE WAY ON YOUR OWN BEFORE YOU'RE NAILED AGAIN.

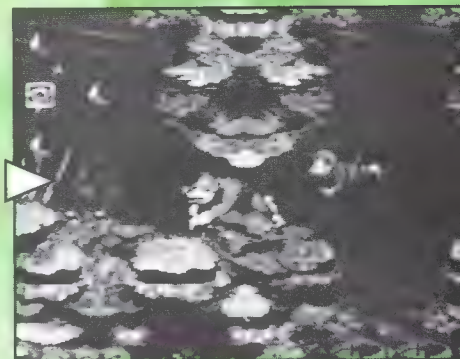
CROCTOPUS CHASE

SECRET PASSAGE!

AFTER YOU BLAST OUT OF THIS FIRST SET OF DOWN BARRELS, CAREFULLY SWIM RIGHT JUST UNDER THEM TO REACH THIS SECRET ROOM WITH A DK BARREL...

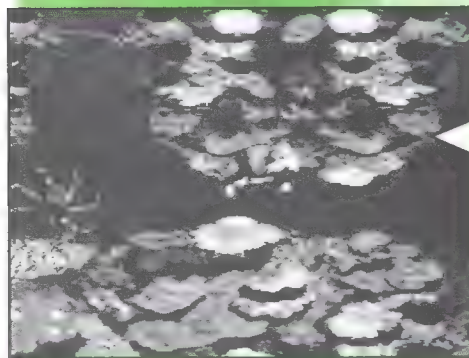


SWIM UP AND LEFT TO GET THE "O," THEN GO BACK DOWN THROUGH THE BARRELS AND LEFT.

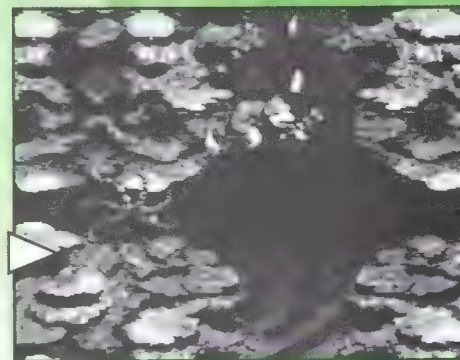


WINKY FAKE-OUT

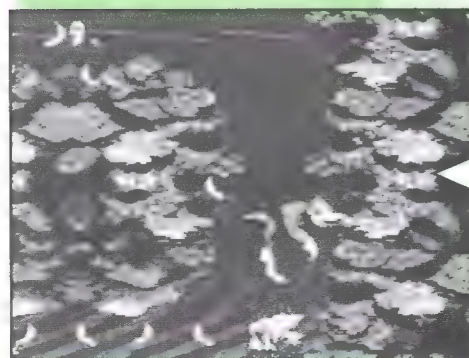
AFTER PASSING THE CHOMPS AND GOING DOWN, GO RIGHT FOR THE NEXT CROCTOPUS CHASE.



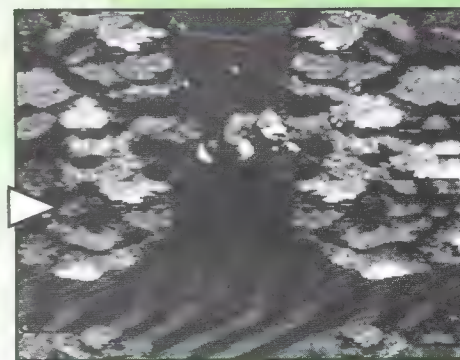
AT THIS JUNCTION, SWIM UP AND HANG OUT FOR A SECOND TO LET THE CROCTOPUS ZIP BY YOU UNDERNEATH AND TO THE RIGHT...



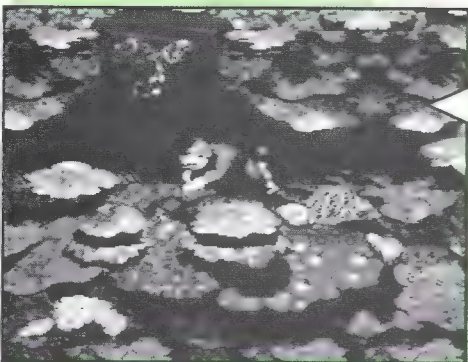
THEN FOLLOW AFTER IT TO GET TO THIS WINKY TOKEN...



NEXT, GO LEFT AND UP—NOT JUST LEFT—OR ELSE YOU'LL HEAD BACK TO THE BEGINNING!



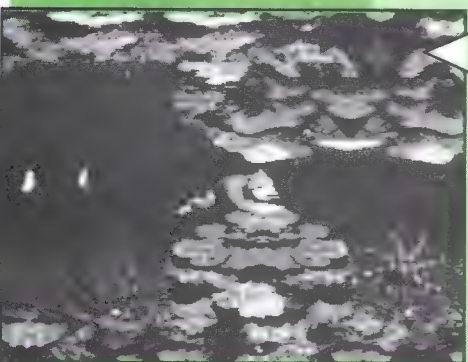
CROCTOPUS CHASE



NO SWIMMING ALLOWED!

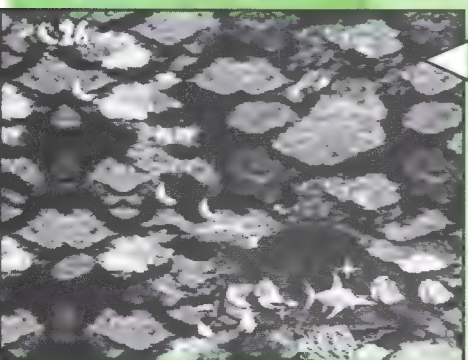
**AFTER THE TWO CHOMPS, THE
TRICK TO OUT-SWIMMING THIS
CROCTOPUS GOING DOWN IS TO
NOT SWIM!**

**JUST LET YOURSELF FREE FALL
WITHOUT HITTING THE
CORAL WALLS...**



**THEN STOP HERE AND HANG OUT
FOR A SECOND UNTIL THE
CROCTOPUS GETS CAUGHT
IN THE LITTLE PIT TO
THE RIGHT...**

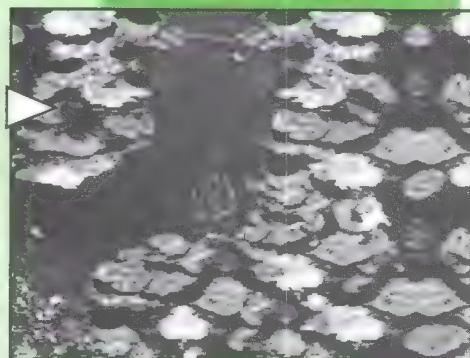
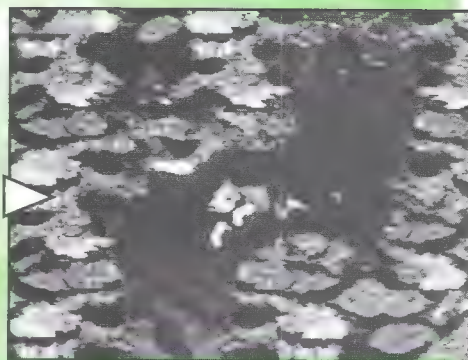
**NEXT, SWIM PAST HIM, RIGHT,
AND THROUGH THE WALL...**



**TO REACH THIS SECRET
ENGUARDE BONUS AREA...**

"N" CHASE TO GOODIES!

**ON YOUR WAY TO THIS "N"
YOU'RE GOING TO HAVE TO SWIM
LIKE CRAZY AGAIN TO AVOID
GETTING HIT BY THE CROCTOPUS
ON YOUR TAIL...**



"N" CHASE TO GOODIES! CONT.

AT THE END OF THE CHASE
YOU'LL REACH THIS
POINT—NOTICE THE CORAL TO
THE LEFT IS SLIGHTLY
PARTED—IT'S A
SECRET ROOM!...

SWIM IN AND THEN DROP DOWN
THE COLUMN WITH THE 1-UP
BALLOON TO GRAB IT...

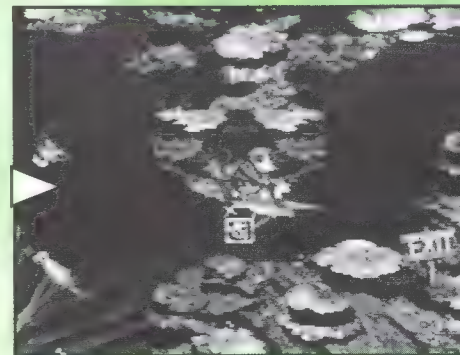
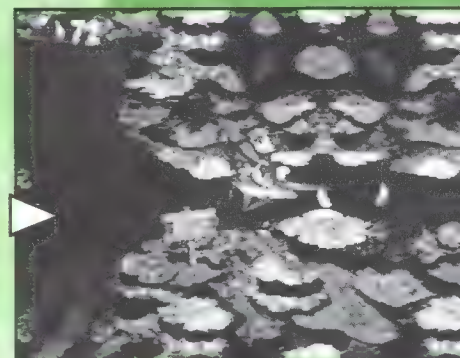
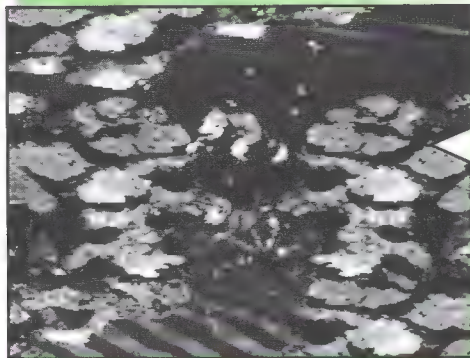
THEN GO UP AND LEFT AND
DROP DOWN SLOWLY TO
AVOID THE CHOMPS AND
GET ENGUARDE!

LAST CHASE

AFTER YOU GET ENGUARDE
YOU'LL GET CHASED BY TWO
MORE CROCTOPUSES—MAKING
THIS FINAL STRETCH IS EASIER
WITH ENGUARDE BECAUSE HE
GIVES YOU AN EXTRA BURST OF
SPEED IN THE STRAIGHT-AWAYS...

IN THIS SQUIDGE ROOM, LET
ENGUARDE CLEAR THE WAY
FOR YOU...

THEN GRAB THIS "G" AND THE
CHASE IS OVER!



TORCHLIGHT TROUBLE

WHAT A GREAT IDEA—SQUAWKS THE PARROT! HOW FANTASTIC, TO HAVE THIS LITTLE HELPER ACTUALLY BRIGHTEN THE WAY FOR YOU. AND WHAT INCREDIBLE EFFECTS. SLICK, ISN'T IT, THE WAY SQUAWKS' BEAM OF LIGHT FOLLOWS YOU EXACTLY, WHEN YOU TURN FROM LEFT TO RIGHT? ONCE AGAIN, RARE'S CLEVER USE OF LIGHTING GIVES THIS LEVEL ITS DISTINCTIVE SHINE. ADDING TO THE CHALLENGE ARE A TASTE OF MINCERS—THOSE SPINNING SPIKED WHEELS—THAT YOU'LL SEE MORE OF LATER IN THE GAME.

FOR ALL IT'S CLEVERNESS, THOUGH, THIS LEVEL ISN'T ALL THAT TOUGH TO BEAT. YES, SQUAWKS ADDS A BRIGHT SPOT TO WHAT WOULD SEEM MORE THAN A LITTLE REPETITIVE BY NOW. AND YES, DOING THE ROLL/JUMP TO REACH THOSE LETTERS IS PRETTY DANG TOUGH. I DON'T KNOW ABOUT YOU, BUT I'VE HAD ENOUGH OF THIS CAVE LOOK AND FEEL AT THIS POINT. PERHAPS THAT'S WHY SQUAWKS WAS ADDED TO THIS LEVEL, AND ONLY THIS LEVEL, POSSIBLY AS AN AFTERTHOUGHT. BECAUSE, WITHOUT SQUAWKS, THIS LEVEL MIGHT HAVE SEEMED JUST A BIT TOO LAZY ON OUR FRIENDS AT RARE'S PART. BRIGHT IDEA, THAT SQUAWKS. WHO KNOWS, MAYBE WE'LL SEE MORE OF HIM IN THE SEQUEL.

TORCHLIGHT TROUBLE

IT'S SQUAWKS!

WHO TURNED OUT THE LIGHTS?!?! YOU'LL NEED HELP SEEING YOUR WAY THROUGH THIS RATHER EASY LEVEL. LUCKILY, THERE'S AN ANIMAL FRIEND BOX HERE CONTAINING THE ONE AND ONLY (FOR THIS LEVEL) SQUAWKS, A VERY BRIGHT PARROT.

"K" ROLL JUMP

LEAP THE OIL BARRELS CAREFULLY AND YOU WON'T GET BURNED. AFTER THE FIRST ONE YOU'LL LAND NEAR THE "K" TO GET IT SAFELY, HAVE DONKEY KONG BOUNCE ATTACK THE KLUMP FIRST...

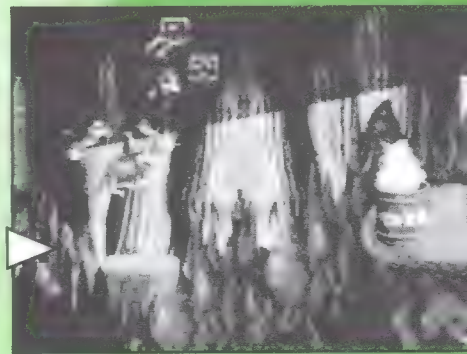
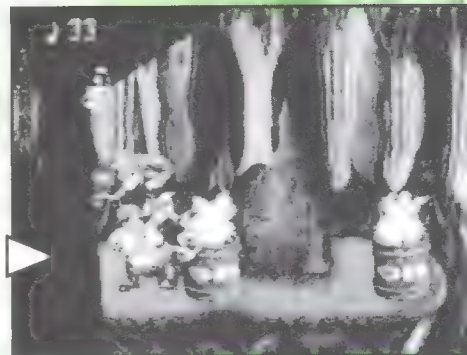
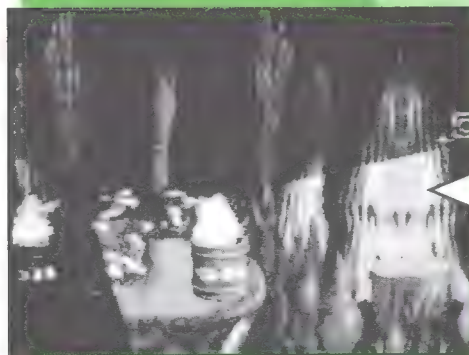
THEN, PERFORM A ROLL OFF THE LEFT EDGE TO GET THE "K",

THEN QUICKLY PRESS THE GAME PAD RIGHT WHILE HITTING THE "B" BUTTON TO LEAP OUT OF THE ROLL AND BACK TO THE LEDGE.

DO IT NOW!

TO REACH THIS LEFT/RIGHT MOVING PLATFORM, LEAP TO IT JUST AS IT'S COMING TOWARD YOU, AS SHOWN HERE...

ONCE YOU'VE LANDED, LEAP UP TO NAB THIS "O"—BUT WATCH WHERE YOU LAND, OR YOU'LL FALL OFF!



DONKEY UPS & DOWNS

MAKE THIS LEAP JUST AS THE PLATFORM IS ON ITS WAY UP, AS SHOWN HERE...

THEN LEAP RIGHT JUST AS THE PLATFORM IS ON ITS WAY DOWN, TO CLEAR THE FLAMING BARREL AND LAND SAFELY.

LONG LEAPIN'

A LONG LEAP RIGHT WILL LAND YOU ON THIS CONTINUE BARREL...

THEN CRAWL RIGHT AND HAVE DONKEY KONG BOUNCE ATTACK THIS KRUSHA—DON'T USE THE BARREL TO HIT THE KRUSHA...

HAVE DIDDY GRAB THE BARREL AND WALK INTO THE LOW WALL JUST BELOW WHERE HE GOT THE BARREL TO BUST INTO A BONUS ROOM...

YEE HA—GO FOR THE 1-UP!

"N" O LAUGHING MATTER

THIS "N" IS TOUGH. BETTER LET DIDDY HAVE A SHOT AT IT, SINCE HE'S A LITTLE LIGHTER ON HIS FEET. FIRST, JUMP HIM OVER TO THE UP AND DOWN PLATFORM...

NEXT, ROLL HIM OFF THE RIGHT EDGE AS THE PLATFORM IS GOING DOWN TO NAB THE "N"...

THEN QUICKLY HIT THE "B" BUTTON AND CONTROL PAD LEFT TO RECOVER FROM THE ROLL AND LAND ON THE PLATFORM...

LEAP RIGHT TO PRESS ON—BUT MAKE SURE YOU SWITCH BACK TO DONKEY KONG RIGHT AWAY, SINCE THERE'S A KRUSHA WAITING FOR YOU JUST AHEAD.

LAST LUCKY LEAP

AT THE END OF THE LEVEL YOU'LL COME TO A BARREL. HAVE DIDDY PICK IT UP AND LEAP OVER THE SPIKED WHEEL WITH IT...

AT THE BOTTOM OF THE PIT, BLAST THROUGH THE LEFT CORNER WALL TO REACH A BONUS ROUND...

TO GET THE "G", STICK TO THE RIGHT CORNER AND BOUNCE ATTACK THE KLAP TRAP TO GET A BOOST UP TO THE LAST GOLD LETTER!

ROPE BRIDGE RUMBLE

YES, WE'RE IN THAT SAME "RETURN OF THE JEDI"-EWOKS-LIVE-HERE-LOOK-AND-FEEL ONCE MORE. THIS TIME, THE COLD, SILVER-BLUE MOONLIT NIGHT EFFECT MAKES THINGS MORE INTERESTING. HEY, I HALF EXPECTED TO SEE AN EWOK MAKE A GUEST APPEARANCE SOMEWHERE IN THIS LEVEL. WOULDN'T THAT BE COOL? THEN AGAIN, MAYBE LUCASFILM WOULDN'T AGREE. ANYWAY, DID I MENTION YET THAT ZINGERS ANNOY THE HELL OUTTA ME? WELL, THEY DO. AND GOSH DARN IF THEY AREN'T OUT IN FULL FORCE IN THIS LEVEL. EARLY ON YOU CAN PICK UP WINKY AND USE HIM TO GET AS FAR AS YOU CAN. HE'S GREAT AT SMASHING ZINGERS, BUT HE'S NOT SO GREAT AT NAVIGATING ON BOUNCY TIRES. STILL, I LIKE TO TAKE HIM TO THE CONTINUE BARREL, AT LEAST...AFTER WHICH I ALMOST ALWAYS LOSE HIM, AND MY MONKS, BY SLIPPING OFF A TIRE.

THE KRITTERS AREN'T TOO MUCH TROUBLE HERE. IT'S CLEARLY THOSE ZINGERS THAT WILL MAKE YOU FRUSTRATED TRYING TO GET THROUGH THIS LEVEL. FORTUNATELY, THE STRATEGY TEXT AND SCREENS SHOW YOU WHEN TO JUMP AT CERTAIN KEY POINTS, WHICH WILL, HOPEFULLY, MAKE GETTING PAST THE WORST OF THEM A LITTLE LESS UPSETTING. THAT LAST BATCH, THE TRIO, IS THE HARDEST AND MOST ANNOYING, BECAUSE BY THE TIME YOU REACH THEM YOU JUST WANT TO GET OUTTA HERE. IF YOU'RE WITH YOUR BUDDY, YOU MIGHT LOSE HIM HERE, BUT AT LEAST YOU'LL HAVE A CHANCE OF GETTING ACROSS TO SAFETY. NOT MUCH ELSE TO SAY HERE EXCEPT—I SYMPATHIZE.

ROPE BRIDGE RUMBLE

WINKY WAY

RIGHT AT THE BEGINNING OF THIS LEVEL YOU CAN GET SOME HELP FROM WINKY, IF YOU KNOW WHERE TO FIND HIM! AFTER THE FIRST BOUNCY TIRE, YOU'LL COME TO THIS SECOND SET. IF YOU LOOK CLOSELY, YOU'LL SEE THE UPPER LIP OF A BARREL AT THE BOTTOM OF THE SCREEN. DROP STRAIGHT DOWN INTO IT...



TO REACH THIS BOUNCY BANANA BONUS LEVEL AND WINKY!



WINKY SMASH!

WINKY MAKES GETTING THROUGH THE FIRST STAGE OF THIS LEVEL A LOT EASIER BECAUSE HE CAN SMASH BADDIES WITH EASE.

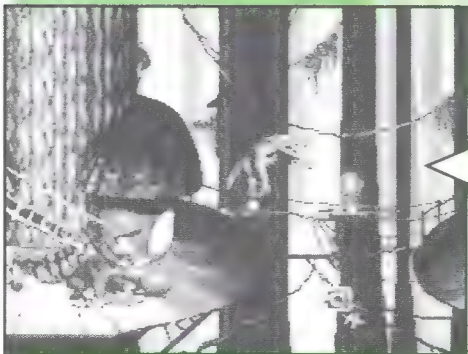


BEFORE YOU KNOW IT, YOU'LL REACH THE CONTINUE BARREL.



"O" ROLL JUMP

IF YOU'RE LUCKY ENOUGH TO STILL HAVE WINKY, GETTING THIS "O" IS A LITTLE EASIER BECAUSE HE CAN SMASH THE KRITTER FOR YOU...



AFTER THAT, HOP OFF WINKY AND DO A "Y" BUTTON ROLL OFF THE LEFT EDGE TO REACH THE "O".



ROPE BRIDGE RUMBLE

WHERE'S WINKY?

HERE'S WHERE THINGS GET REALLY HARD. CHANCES ARE YOU'LL LOSE WINKY AND HAVE TO MAKE IT TO THE END FROM THIS POINT ON YOUR OWN. THE TRICK TO THIS FIRST ZINGER LEAP IS TO LEAP FOR THE TIRE JUST AS IT'S COMING FOR YOU, AS SHOWN...

THEN BOUNCE ON IT ONCE, AND ON THE SECOND BOUNCE YOU SHOULD JUST CLEAR THE ZINGER...

THEN BOUNCE ON IT ONCE MORE TO REACH THIS DK BARREL, WHERE YOU CAN HANG OUT FOR A MINUTE TO CATCH YOUR BREATH.

WHEN YOU'RE READY TO CLEAR THE PAIR OF ZINGERS TO THE RIGHT, JUMP JUST AS THE TIRE IS COMING TOWARD YOU...

BOUNCE ONCE, THEN ON YOUR SECOND BOUNCE YOU SHOULD JUST CLEAR THE ZINGERS TO MAKE IT ACROSS.



BONUS ROOM BOUNCE

AT THIS BARREL, GET READY TO BOUNCE YOUR WAY TO A BONUS ROOM. FIRST, LEAP TO THE TIRE HERE AND RIDE IT ACROSS TO THE RIGHT...

LEAP TO THE SECOND TIRE PLATFORM, THEN BOUNCE YOURSELF STRAIGHT UP TO THE SINGLE BANANA AT THE TOP OF THE SCREEN...



YOU'LL HIT A HIDDEN CANNON BARREL THAT WILL BLAST YOU TO THIS ANIMAL TOKEN BONUS ROUND!

TORTURE TRIO

THIS LAST TRIO OF ZINGERS TO LEAP OVER IS TORTURE! IF YOU'RE LUCKY, THERE ARE THE TWO OF YOU, SO IF ONE OF YOU GETS STUNG, CHANCES ARE THE OTHER CAN MAKE IT ACROSS. LEAP FOR THE TIRE JUST AS IT'S COMING TOWARD YOU, AS SHOWN HERE...



BOUNCE ONCE ON YOUR WAY TOWARD THE ZINGERS, THEN ON YOUR SECOND BOUNCE YOU SHOULD SAIL RIGHT OVER THEM...

AND MAKE ONE LAST BOUNCE TO THE EXIT! WHAT A HAIRSPPLITTING TRIP!



OIL DRUM ALLEY

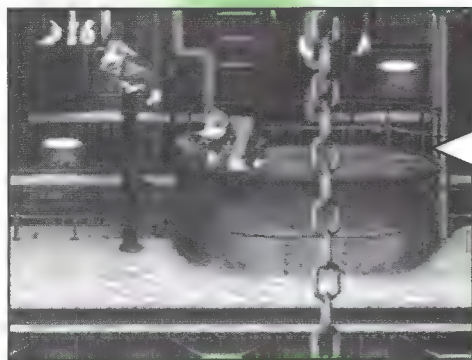
WHOA!, WHAT A DIFFERENCE A NEW AREA MAKES! I LOVE THIS LEVEL'S INDUSTRIAL WASTE-FULLNESS! GRANTED, IT SEEMS TO DRAW MORE THAN A LITTLE INSPIRATION FROM "**ALIEN**"—THE FILMS AND THE VIDEOGAME. THE FLAMING OIL DRUMS ARE A NICE TOUCH, ESPECIALLY WHEN THEY ALTERNATE HOT AND COLD LATER IN THE LEVEL. WHEN THEY ARE COLD YOU CAN STAND ON THEM, WHICH PUTS YOU IN A HIGHER PLACE TO HIT THE GROUND AND UNEARTH SPECIAL ITEMS, SO BE ON THE LOOK OUT FOR SUCH OPPORTUNITIES. RAMBI'S HANGING OUT IN THIS LEVEL FOR YOU TO RIDE, TOO. HE'S STRONG BUT A LITTLE CLUMSY, RATHER LIKE WINKY IN ROPE BRIDGE RUMBLE. MY FEELING IS THE SAME HERE AS IT WAS THERE—RIDE HIM AS FAR AS POSSIBLE, AND IF YOU LOSE HIM, HOOF IT THE REST OF THE WAY ON YOUR OWN OR WITH YOUR BUDDY.

JUST SO YOU KNOW, THIS LEVEL BOASTS A VERY SPECIAL SECRET BONUS LEVEL. IT'S ACTUALLY TWO LEVELS IN ONE, AND TO REACH THE SECOND LEVEL YOU WILL HAVE TO THROW YOUR NORMALLY-GREEDY INSTINCTS OUT THE WINDOW AND TRY FOR THE SINGLE BANANA WIN, INSTEAD OF SOMETHING BETTER. BY GETTING THREE BANANAS, YOU'LL WIN A BARREL, WHICH YOU THEN THROW AT THE WALL TO THE RIGHT OF THE BONUS LEVEL ROOM YOU'RE IN TO REACH A SECOND, SUPER-SECRET BONUS ROOM. INSIDE, YOU MUST SPELL "DONKEY" THEN "KONG" THEN "COUNTRY" CORRECTLY IN ORDER TO BEAT THE BONUS LEVEL. THE CURIOUS THING ABOUT THIS LEVEL IS THAT IF YOU DON'T SUCCEED IN BEATING IT THE FIRST TIME, YOU CAN NEVER COME BACK TO IT AGAIN IN YOUR GAME UNTIL YOU START A BRAND NEW GAME, FROM THE VERY BEGINNING. THERE'S A REASON FOR THIS: IT GIVES YOU ONE SHOT TO REACH THE INFAMOUS 101% AT THE END OF THE GAME (PROVIDING YOU FIND THE GAME'S OTHER BONUS LEVELS). IF YOU DON'T BEAT THIS SPECIAL BONUS, YOU'LL ONLY BE ABLE TO REACH 100% IN THE GAME, UNTIL YOU START ANOTHER GAME AND GET ANOTHER SHOT AT 101%.

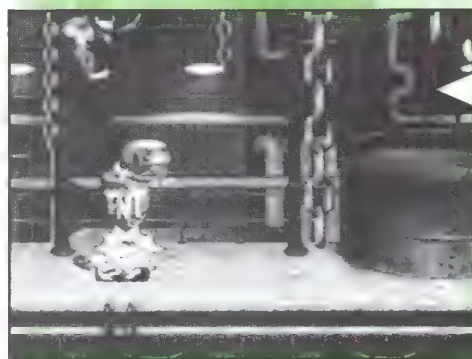
OIL DRUM ALLEY

START WITH A BANG

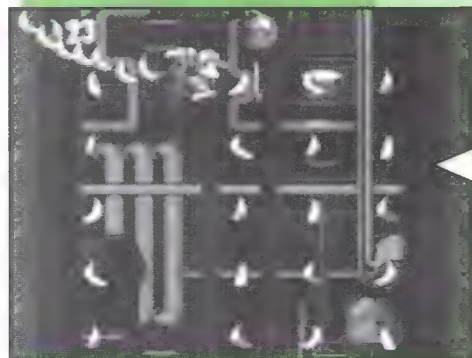
THERE'S NO BETTER WAY TO START A LEVEL THAN WITH A BONUS ROOM! JUMP UP TO THE VINE THAT'S ALMOST HIDDEN HERE, AND IT WILL GIVE YOU A RIDE OVER TO THE DOOR...



JUMP OFF AND LAND HARD ON THE DISCOLORED FLOOR HERE TO BREAK FREE A TNT BARREL...



TOSS THE BARREL AT THE FIRST BURNING OIL DRUM TO BLOW IT AWAY, THEN JUMP DOWN THE CRACK TO A HIDDEN CANNON BARREL...



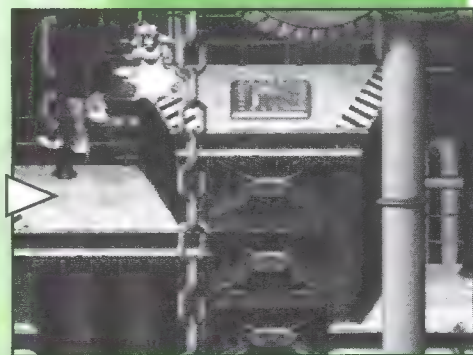
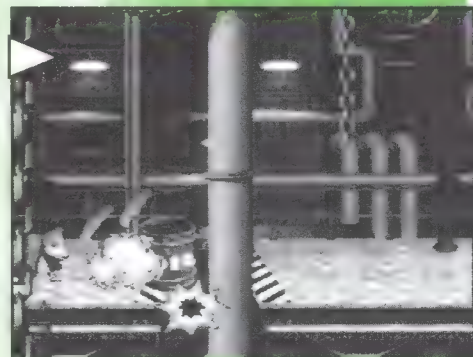
BONUS ROUND! MAKE SURE YOU SHOOT YOURSELF STRAIGHT UP THE MIDDLE TO NAB THE 1-UP.

SUPER SECRET ONE & ONLY BONUS

AFTER NAILING THE GNAWTIES ON THIS STAIRCASE-LIKE STRUCTURE...

PART 5: KREMKROC INDUSTRIES INC.

BURNING OIL DRUMS, POISONOUS WATERS, AND SOME MORE OF THOSE NIGHTMARISH MINE CART ROLLER COASTER RIDES! IF THIS LEVEL DOESN'T DRIVE YOU INSANE, THEN MAYBE YOU DO HAVE THE MONKEY BRAIN NECESSARY TO MAKE IT THROUGH THE REST OF THE ADVENTURE. ALL OF YOUR SKILLS WILL BE PUT TO THE TEST HERE—ROLL JUMPS, BOUNCES, AND MOST OF ALL, TIMING. ROLL ON, CHIMPSTER!



OIL DRUM ALLEY

SUPER SECRET ONE & ONLY BONUS CONT.

MAKE SURE WHEN YOU JUMP DOWN TO THE RIGHT THAT YOU LAND ON THE DISCOLORED GROUND, TO UNCOVER A TNT BARREL...

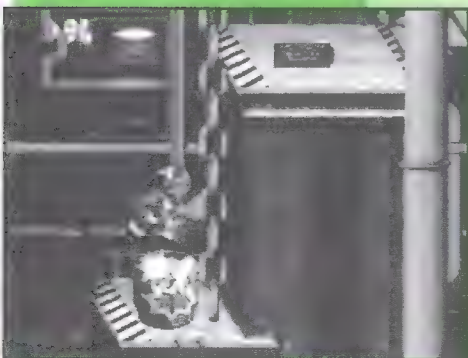
USE THE BARREL TO BREAK AWAY THE WALL TO THE LEFT...

WIN THREE SINGLE BANANAS HERE IN ORDER TO WIN ANOTHER BARREL (IT SOUNDS CRAZY, BUT YOU GOTTA TRUST US ON THIS ONE)

THEN USE THE BARREL YOU WIN TO BLAST THE RIGHT WALL IN THIS BONUS ROOM TO TAKE YOU TO A SECOND BONUS ROOM!

SPELL OUT "DONKEY" FOR A RED 1-UP BALLOON, THEN "KONG," FOR A GREEN 2-UP BALLOON, THEN "COUNTRY," FOR A BLUE 3-UP BALLOON, FOR A TOTAL OF SIX EXTRA LIVES!

IMPORTANT POINTER: ONCE YOU GO INTO THIS SECONDARY BONUS ROOM IN YOUR GAME YOU CAN NEVER COME BACK AGAIN, UNTIL THE NEXT NEW GAME YOU PLAY—SO MAKE IT COUNT! IF YOU DON'T PLAY THE SECOND BONUS, YOU WON'T REACH THE MAXIMUM 101% COMPLETE RATING AT THE END OF THE GAME (PROVIDING, THAT IS, YOU'VE FOUND EVERY OTHER LEVEL'S SECRET BONUS AREAS).

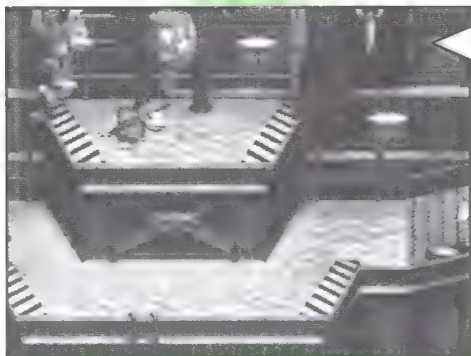


TIRE BLOWOUT!

BLAST YOURSELF UP IN THIS CANNON BARREL AND LAND ON THE RIGHT LEDGE TO BREAK FREE A BOUNCY TIRE—BEFORE YOU GO ROLLIN' OFF WITH IT, TAKE CARE OF THE THREE KRITTERS COMING AT YOU...

ROLL THE TIRE RIGHT AND USE IT TO REACH THE HIGH BANANA BUNCH HERE...

OR SKIP THE TIRE COMPLETELY IF YOU WANT AND BOUNCE OFF THE KRITTERS TO GET THE BANANAS AND THIS LETTER "O."



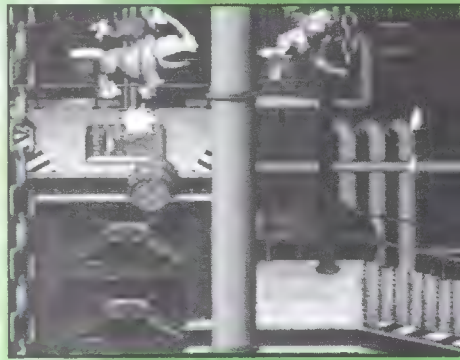
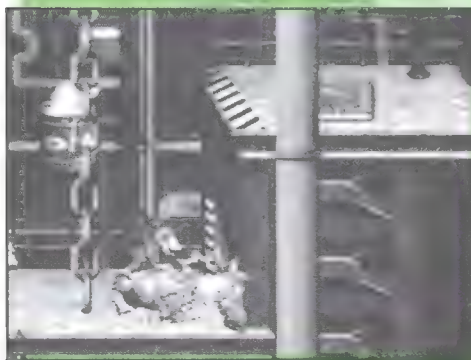
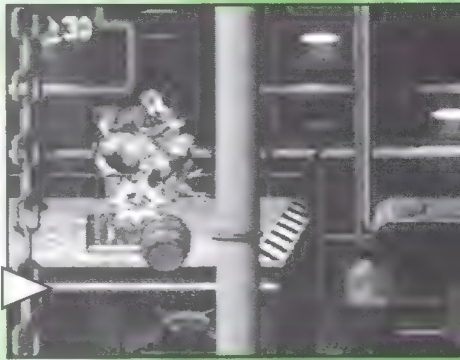
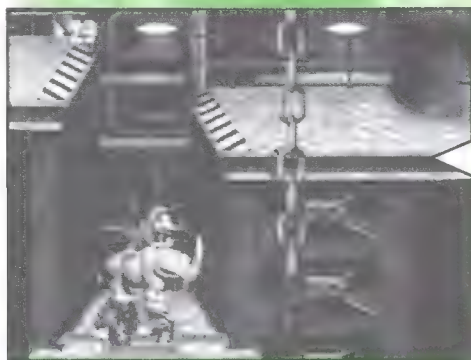
DK BARREL & RAMBI!

AFTER YOU GET THE "O" YOU'LL REACH THE CONTINUE BARREL...

JUST TO THE RIGHT OF THE CONTINUE BARREL YOU CAN BREAK FREE A DK BARREL IF YOU LOST YOUR BUDDY. TO GET IT, WAIT FOR THE FLAMES TO DIE DOWN ON THE FIRST OIL CAN YOU COME TO, THEN JUMP OFF IT AND LAND HARD ON THE GROUND TO THE RIGHT.

DROP DOWN THE FIRST CRACK AFTER THE CONTINUE BARREL AND YOU'LL FIND RAMBI...

HE'S GREAT FOR THE KNOCKING AWAY BADDIES THROUGHOUT MOST OF THE REST OF THIS LEVEL, UNTIL THE LAST FEW FLAMING BARRELS.



BONUS ROOM 3!

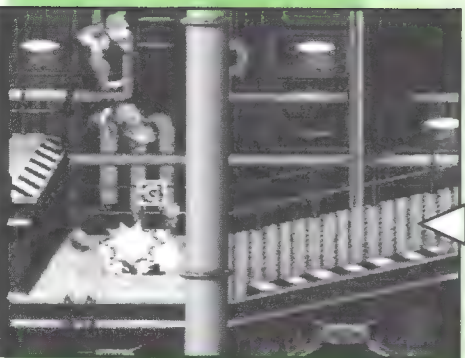
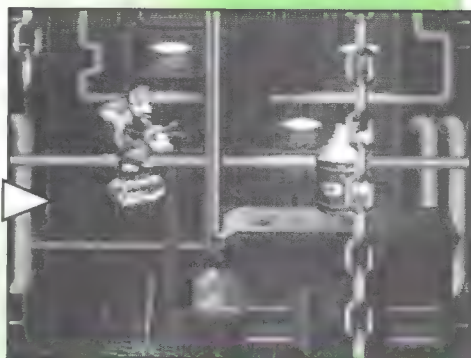
IN THIS SPACE BELOW THE BOUNCY TIRE, USE RAMBI TO BREAK THROUGH THE RIGHT WALL (OR, IF YOU DON'T HAVE RAMBI, TAKE ONE OF THE MANKY KONG'S BARRELS A FEW SCREENS BACK)... YOU'LL REACH A CANNON BARREL BANANA BONUS AND "N" LETTER ROUND. SECRET: AS SOON AS YOU LAND IN THE FIRST CANNON, HIT THE "B" BUTTON REPEATEDLY AND YOU'LL AUTOMATICALLY BLAST FROM ONE BARREL TO THE NEXT WITHOUT FALLING OFF THE SCREEN! AFTER THE BONUS ROUND, CONTINUE RIGHT AND KNOCK AWAY THE BADDIES—ESPECIALLY THIS FAST-TOSSING MANKY KONG.

THREE-FLAME END BARRELS

AT THE VERY END OF THE LEVEL, HOP OFF RAMBI IF YOU'RE STILL RIDING HIM BEFORE YOU ATTEMPT TO CROSS THESE FLAMING BARRELS. WATCH THEM CLOSELY AND YOU'LL SEE THAT THEY FLAME THREE TIMES THEN PAUSE BRIEFLY, BEFORE FLAMING THREE TIMES AGAIN. THE TRICK TO GETTING ACROSS IS TO LEAP JUST AS THE THIRD FLAME IS GOING DOWN INTO THE BARREL...

THAT WAY YOU CAN MAKE IT TO THE BOUNCY TIRE, WHERE YOU CAN HANG OUT AND COUNT THREE FLAMES AGAIN THEN JUMP AS THE THIRD ONE IS JUST GOING DOWN TO GET ACROSS THE REST OF THE WAY...

AT THE VERY END, WAIT FOR THE LAST BARREL'S FLAME TO GO DOWN FOR A MOMENT, THEN LEAP UP ONTO IT, LEAP OFF AND LAND HARD ON THE GROUND HERE TO FREE UP THE FINAL LETTER "G."



TRICK TRACK TREK

NOW THIS IS WHAT I CALL CLEVER THINKING. HATS OFF TO RARE FOR COMING UP WITH THIS RINKY-DINK-FEELING BUT REMARKABLY COMPELLING CONCEPT OF MOVING PLATFORMS. THE TRACKS LOOK AS THOUGH THEY'RE MADE OF SOLDER WIRE, AND THE PLATFORMS HAVE A COLD, OIL-WORN FEELING TO THEM THAT GIVE THE GAME A FRESH NEW TWIST. THE FIRST BONUS AREA IS TRICKY TO REACH, SO YOUR ROLL/JUMP TECHNIQUE BETTER BE IN TOP FORM. THIS LEVEL GIVES YOU A GOOD FEELING FOR SOME OF THE MORE DIFFICULT ZINGERS YOU'LL FACE IN LATER LEVELS. TIMING IS EVERYTHING WITH THESE ZINGERS.

ARE THOSE MINI-NECKIES OBNOXIOUS OR WHAT? FUNNY, HOW THE SMALLER OF THE GAME'S TWO VULTURES IS ACTUALLY THE MORE DIFFICULT ONE TO CRUSH. GOTTA TIME YOUR JUMPS OVER THE LITTLE DORKS' SPITTING-NUTS IN ORDER TO GET CLOSE ENOUGH TO BASH THEM. I'M CRAZY ABOUT THIS LEVEL'S LAST BONUS AREA, WHICH YOU GET TO BY NAILING THAT PERSISTENT MANKY KONG, THEN FALLING OFF THE RIGHT EDGE WHERE HE WAS STANDING TO LAND ON A SUSPENDED SCAFFOLDING PLATFORM. COOL PLACE FOR A BONUS LEVEL, AND A FAIR ONE AT THAT—ALL IT TAKES IS A LITTLE EXPLORING AND THAT INFAMOUS LEAP-OF-FAITH.

TRICK TRACK TREK



WHOLE LOTTA SHAKIN'

GETTING THE HANG OF THESE MOVING PLATFORMS TAKES A LITTLE GETTING USED TO. IN MOST CASES YOU CAN JUMP OVER NECKY BIRDS, OR YOU CAN BOUNCE ATTACK THEM.

TO SNAG THIS "K", WALK LEFT ON THE PLATFORM AS YOU APPROACH THE NUT-TOSSING NECKY, THEN WALK RIGHT AND LEAP UP FOR THE LETTER.

TO BOUNCE THE SPITTING MINI-NECKY, JUMP OVER THE FIRST NUT, THE SECOND, THEN ON THE THIRD BOUNCE ATTACK HIM.



WHAT "O" BONUS

TO GET THIS "O," BOUNCE THIS TRIO OF FLYING NECKIES—MAKE SURE YOU FALL PAST THE "O" AFTER THE LAST ONE OR ELSE YOU'LL MISS IT...

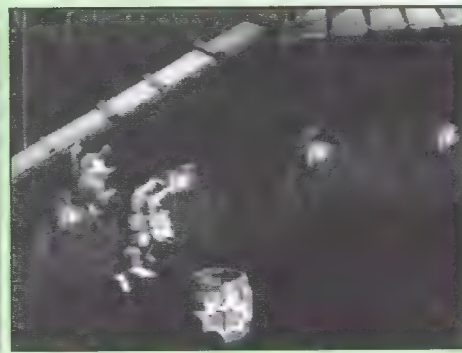
AFTER YOU BOUNCE THE TWO MINI NECKIES GOING DOWN ON THE PLATFORM, GET READY TO ACT FAST TO REACH A BONUS ROUND...



JUST BEFORE THE PLATFORM FALLS DOWN, PERFORM A ROLL JUMP...

TO REACH THIS CANNON BARREL...

BLAMO—BONUS CITY!!!



PREPARE FOR BONUS!

WHEN YOU GET TO THIS MINI NECKY, NAIL HIM, THEN GET READY TO ACT FAST TO REACH THE SECOND BONUS ROOM...

LEAP OVER THIS ZINGER...

THEN GO TO THE RIGHT EDGE AND PERFORM A ROLL LEAP TO REACH THE HANGING PLATFORM IN THE MIDDLE (YOU'LL NAIL THE GNAWTIES WHEN YOU LAND, SO DON'T WORRY ABOUT THEM)...

LEAP RIGHT OFF THE HANGING PLATFORM TO REACH THE CANNON BARREL...

BLAMO—YOU'RE INTO THE SECOND BONUS! BOUNCE ATTACK THIS BOUNCY KLAP TRAP FOR GOODIES!

MANKY MISSES

DON'T PANIC WHEN YOU SEE THIS MANKY—JUST STAND HERE IN THE MIDDLE AS YOU START TOWARD HIM TO AVOID HIS FIRST BARREL...

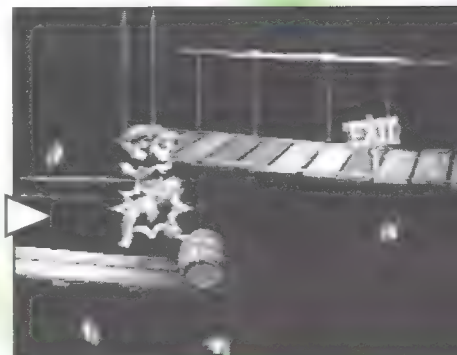
THEN MOVE TO THE RIGHT EDGE AND HIS NEXT TOSSES WILL MISS YOU, TOO!



MANKY BONUS ROOM!

**RIGHT AFTER THE KRUSHA,
GET READY TO LEAP TO THIS
PLATFORM LEADING TO
THE EXIT...**

**THE INSTANT YOU LAND, BE
READY TO LEAP OVER SOME
MANKY KONG BARRELS AS YOU
MAKE YOUR WAY RIGHT. NAIL
THE MANKY KONG...**



**AND DROP DOWN OFF THE RIGHT
SIDE OF THE PLATFORM WHERE
HE WAS STANDING TO REACH
THIS WINKY TOKEN AND
CANNON BARREL**

**JUMP INTO THE BARREL AND
YOU'LL GET BLASTED TO THIS
THIRD BONUS ROUND!**



ELEVATOR ANTICS

I KNOW, I KNOW, YOU'RE THINKING I'LL SLAM THIS LEVEL BECAUSE IT'S MORE OF THOSE UNDERGROUND CAVES I'M FEELING A LITTLE CLAUSTROPHOBIC IN. IN FACT, I DON'T MIND THIS ONE AS MUCH. IT SEEMS TO DRAW RATHER HEAVILY FROM THE GORILLA GLACIER ICE CAVE DESIGN, BUT THE DIFFERENCE HERE IS THERE'S NO SLIP SLIDIN' ICE. THERE ARE HOWEVER PLENTY OF ZINGERS AND SOME MORE OF THOSE ANNOYING MINI-NECKIES.

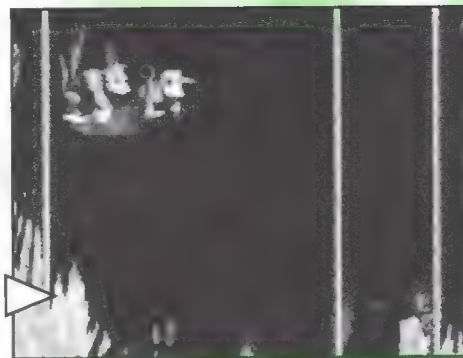
WHAT'S MAYBE A LITTLE NERVE-WRACKING ABOUT THIS LEVEL IS THAT MANY OF THE BONUS ITEMS, LIKE THE LETTERS "N" AND SOME BANANA BUNCHES, ARE HIDDEN IN PLACES YOU MIGHT NOT NORMALLY SEE, FOR FEAR OF FALLING OFF THE BOTTOM OF THE SCREEN. OH WELL, THEM'S THE BREAKS FOR US OLD FARTS. YOU YOUNGER PLAYERS PROBABLY DON'T MIND REPLAYING A LEVEL TWENTY TIMES, TURNING EVERYTHING UPSIDE DOWN, TO MAKE SURE YOU DIDN'T MISS A STITCH. TELL YA A SECRET: MY FIRST PASS THROUGH THE GAME I FOUND ONLY 55% OF THE BONUS ROOMS. IT WAS ON MY SECOND, LONGER PLAY-THROUGH THAT I MADE SURE I FOUND EVERY BONUS FOR EACH LEVEL, BEFORE I WOULD PROCEED TO THE NEXT LEVEL. SOUNDS LIKE A FUN JOB, EH, GETTING PAID TO PLAY GAMES? WELL, IT IS AND IT ISN'T. ONE THING IS CERTAIN, IT SURE BEATS PICKIN' STRAWBERRIES AT SIX IN THE MORNIN', WHICH WAS MY FIRST JOB. YARK!

ELEVATOR ANTICS



BEGINNING BONUS ROOM!

AT THE VERY BEGINNING, JUMP DOWN AND NAIL THE TWO SLIPPAS, THEN JUMP UP THE DANGLING ROPE. CLIMB TO THE TOP AND LEAP ACROSS TO THE LEFT ROPE—IT'S A TRICKY LEAP AND CATCH, SO YOU MAY HAVE TO PRACTICE AT THIS ONE...



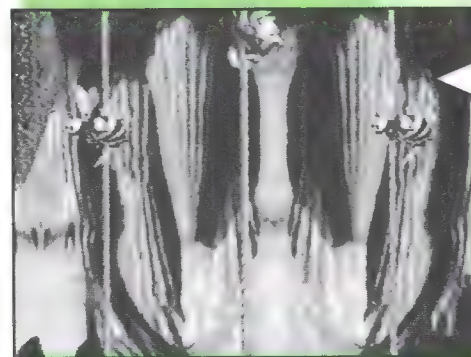
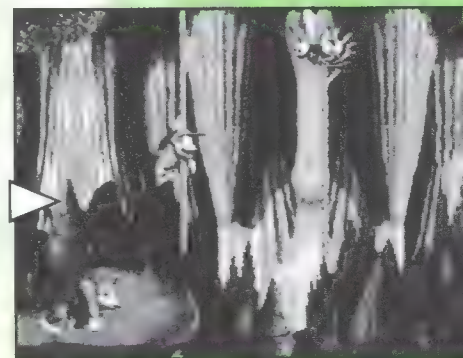
CLIMB THE ROPE AND AT THE TOP JUMP RIGHT TO REACH THIS LITTLE CAVE ENTRANCE...



SPELL "KONG" AND WIN!

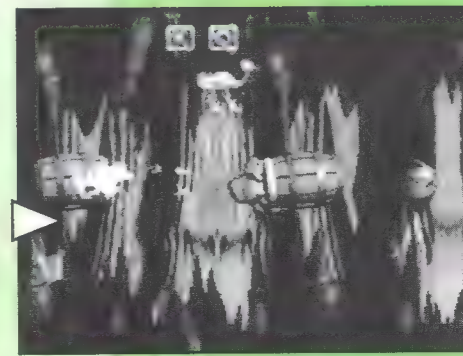
BONUS 2!

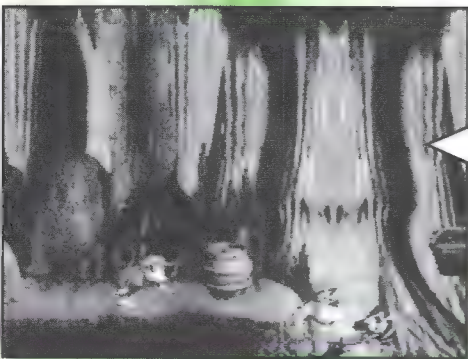
AT THE UPPER RIGHT SIDE OF THIS STRING OF THREE VINES AND ZINGERS, THERE'S A BONUS ROOM...



JUMP TO THE THIRD VINE JUST AS THE ZINGER'S GOING DOWN, THEN JUMP IMMEDIATELY AGAIN TO THE UPPER RIGHT CORNER TO REACH THE HIDDEN CAVE...

MEGA BONUS! IN THIS ROUND, YOU GET BANANAS, AN EXPRESSO TOKEN, THE LETTER "O," AND A 2-UP BALLOON!

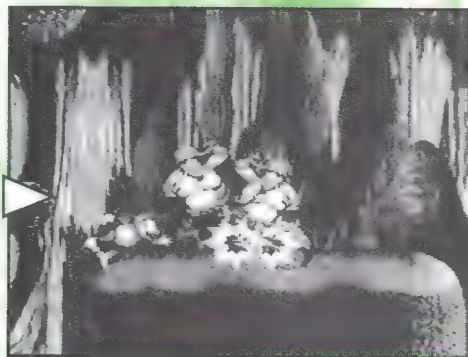




KEGGER TWO!

WHEN YOU COME TO THE SECOND STEEL KEG, PICK IT UP—BUT DON'T THROW IT HERE. (THE KLUMP WILL FALL OFF THE RIGHT EDGE BY HIMSELF.) WITH THE STEEL KEG, JUMP UP AND OVER THIS ZINGER TO REACH THE ELEVATOR GOING DOWN, THEN TAKE THE NEXT ONE GOING UP...

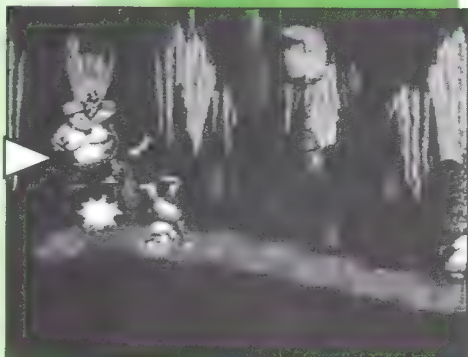
TOSS THE STEEL KEG AT THESE TWO KLUMPS JUST AS YOU JUMP OFF.



TIMING TRICK

AT THIS NEXT SET OF ELEVATORS, JUMP JUST AS THE ZINGER PASSES YOU GOING DOWN, THEN MAKE YOUR WAY ACROSS QUICKLY TO THE ELEVATOR GOING UP...

SPIN OFF THE ELEVATOR TO THE RIGHT TO NAIL THESE TWO KLUMPS OR ELSE THEY'LL KNOCK YOU OFF THE LEVEL!



AT THE NEXT ZINGER ELEVATOR, JUMP RIGHT WHEN THE ZINGER STARTS FLYING AWAY FROM YOU TO MAKE IT ACROSS WITHOUT GETTING STUNG...

BUT DON'T RELAX JUST YET—THIS MINI-NECKY'S WAITING FOR YOU THE MOMENT YOU LAND, SO BE READY TO BOUNCE ATTACK HIM IMMEDIATELY AND PICK UP THE "G" IN THE BARGAIN.



UPS & DOWNS!

AFTER THE "G," YOU'LL REACH THIS SERIES OF UP AND DOWN ELEVATORS. TIME YOUR JUMP TO THE RIGHT AS SHOWN HERE SO THAT YOU MAKE IT SAFELY ACROSS TO THE UP ELEVATOR...

JUMP OVER THIS ZINGER AND LAND ON THE SMALL PIECE OF GROUND TO HIS RIGHT, THEN JUMP ONTO THE ELEVATOR GOING DOWN...

TIME YOUR JUMP TO THE RIGHT AS SHOWN HERE TO CLEAR THE ZINGER WITHOUT GETTING STUNG...

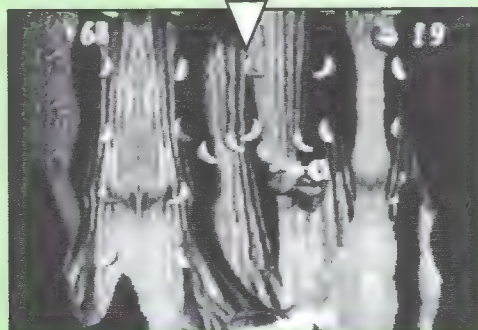
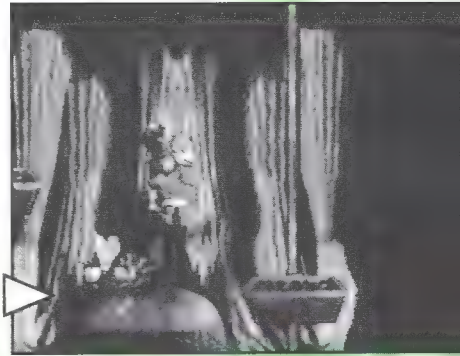
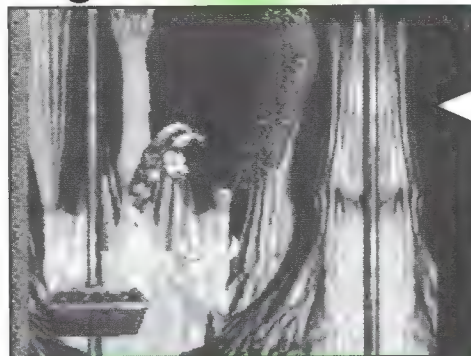
AT THE TOP, YOU'LL ENCOUNTER THIS DIFFICULT MINI NECKY. HE'S HARD TO BEAT, BUT IF THERE ARE TWO OF YOU IT'S EASIER BECAUSE AT LEAST ONE OF YOU CAN GO ON IF YOU'RE HIT. IF THERE'S ONLY ONE OF YOU, MAKE YOUR LEAP JUST AS THE NUT IS FLYING OVER YOUR HEAD...

BLAMO!

EXIT BONUS!

AT THE EXIT ELEVATOR, RIDE IT DOWN TO REACH THIS SECRET ROOM TO THE RIGHT...

GO INSIDE AND YOU'RE IN BANANA BONUS HEAVEN



POISON POND

OKAY, I ADMIT IT, THIS LEVEL HAD ME STUMPED FOR ABOUT A DAY. YES, A DAY. I KEPT WINDING UP BACK AT THE BEGINNING SOMEHOW, SURE I'D MISSED SOME CRUCIAL TURN OFF, BUT I WAS STILL UNABLE TO FIND IT. UNTIL, THAT IS, I HAPPENED TO GO A LITTLE TO THE LEFT IN THE FIRST TRIO-SPINNING-MINCER ROOM, BENEATH WHERE THE RAMBI TOKEN IS HIDDEN. AFTER THAT I WAS FREE AND CLEAR, BUT DANG IF I DIDN'T WANT TO BANG MY HEAD THROUGH THE TV SCREEN FOR NOT LOOKING THAT WAY SOONER. KUDOS TO RARE FOR BRINGING TO THIS LEVEL A DEEP SENSE OF UNDERWATER MURK AND A SWAMPY LOOK AND FEEL.

PRETTY CONVENIENT THAT THERE'S AN ENGUARDE BOX WAITING FOR YOU TO THE LEFT AT THE VERY BEGINNING OF THE GAME. MY ADVICE; GET HIM! YOU'RE ALWAYS BETTER OFF WITH HIM THAN WITHOUT HIM, FOR OBVIOUS REASON. FIRST, HE WIPES OUT BADDIES THAT GET IN YOUR WAY. AND SECOND, HE GIVES YOU AN ADDITIONAL CHANCE AT SAVING YOUR LIFE IF YOU'RE KNOCKED OFF HIM – YOU WON'T GET WIPED OUT. IF IT'S SAFE, TRY TO GET BACK ON HIS BACK WHEN YOU GET KNOCKED OFF BEFORE HE SWIMS AWAY, SO YOU CAN CONTINUE ON WITH HIS HELP. MAKE SURE YOU FOLLOW THE STRATEGY TEXT CLOSELY, AS IT DESCRIBES A SHORTCUT LATER IN THE LEVEL THAT WILL SAVE YOU FROM HAVING TO PASS A LOAD OF TROUBLESOME MINCERS. BY THE WAY, HAVE YOU RIDDEN ENGUARDE AND THEN COME UPON THE SECOND ENGUARDE BOX? IF YOU OPEN IT, ENGUARDE'S TWIN APPEARS, BUT UNFORTUNATELY YOUR BUDDY CAN'T RIDE HIM. TOO BAD! EVEN THOUGH YOU WOULDN'T BE ABLE TO CONTROL HIM, IT WOULD BE NEAT TO HAVE A FREE RIDE JUST FOR THE HECK OF IT!

POISON POND

ENGUARDE ALREADY!

LUCKY FOR US, ENGUARDE IS WAITING IN THE SECRET ROOM TO THE LEFT AT THE VERY BEGINNING OF THIS LEVEL. GET HIM...

AND RIDE HIM TO THE TOP OF THE SCREEN WHERE YOU STARTED TO GET THE LETTER "K"...

ENGUARDE TIMES TWO!

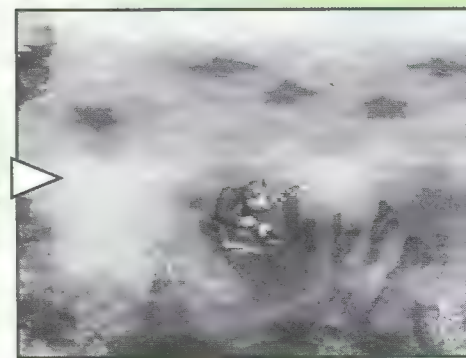
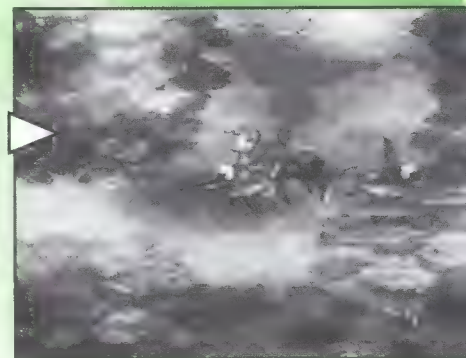
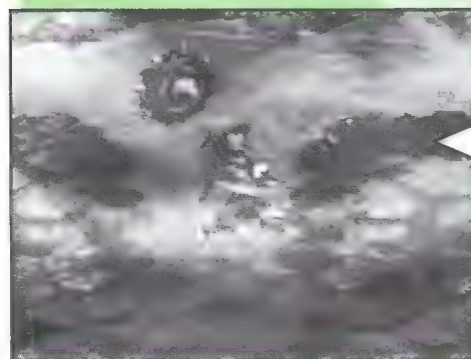
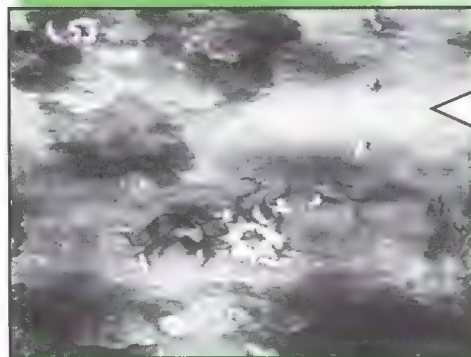
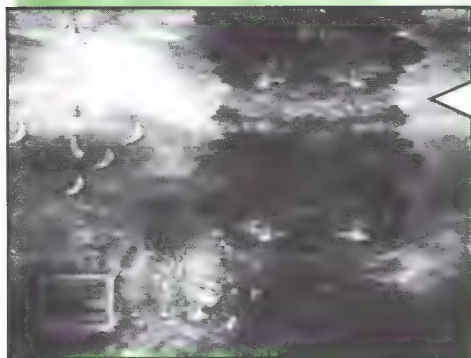
AFTER THE CONTINUE BARREL, GO RIGHT AND DOWN TO FIND ANOTHER ENGUARDE.

NO, YOU BOTH CAN'T RIDE ONE—BUT IT'S GOOD TO KNOW HE'S HERE IF YOU LOST HIM IN THE FIRST HALF OF THE LEVEL!

DK BARREL

AFTER THE CONTINUE BARREL, GO UP THIS UPSHAFT AND HANG OUT NEAR THE TOP HERE FOR A MOMENT UNTIL THE LEFT/RIGHT SPIKED TIRE RUSHES BY GOING LEFT, THEN QUICKLY GO UP AND RIGHT...

DROP DOWN AND YOU'LL FIND A DK BARREL HERE WITH YOUR BUDDY INSIDE, IF YOU GOT SPLIT UP EARLIER.



SECRET RAMBI ROOM!

THIS IS THE FIRST CAVERN YOU'LL ENCOUNTER CONTAINING THREE CIRCLING SPIKED TIRES. WAIT HERE UNTIL ONE PASSES OVER YOUR HEAD. THEN GO UP AND WAIT IN THE MIDDLE FOR A MOMENT...

WHEN THE SPIKED TIRE OVERHEAD PASSES TO THE LEFT GO UP THROUGH THE CORAL...

TO REACH THE SECRET RAMBI ROOM...

"N" & SHORTCUT!

CAREFULLY DROP BACK DOWN INTO THE ROOM WITH THE REVOLVING SPIKED TIRES, THEN GO LEFT...

DROP DOWN INTO THE LITTLE PIT IMMEDIATELY SO THE LEFT/RIGHT SPIKED TIRE DOESN'T HIT YOU. WHEN IT GOES BY RIGHT AGAIN, GO UP AND LEFT TO GET THE "N," AND LEFT TO REACH THE NEXT REVOLVING SPIKED TIRE ROOM.

GO LEFT THROUGH THE CORAL IN THE SECOND REVOLVING SPIKED TIRE ROOM TO REACH A SECRET SHORTCUT...

GET THE EXPRESSO TOKEN, THEN SWIM TO THE CANNON BARREL TO GET BLASTED TO THE LEFT.

PARTING WAYS

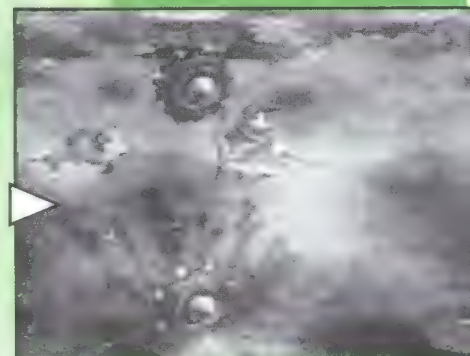
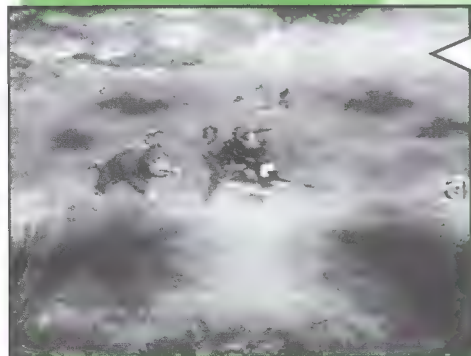
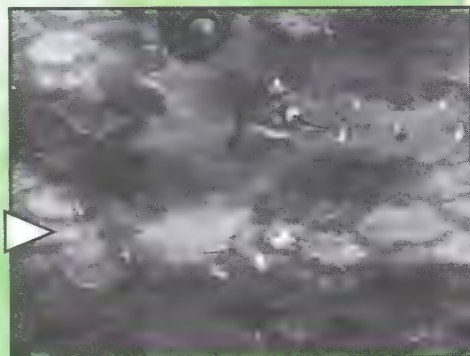
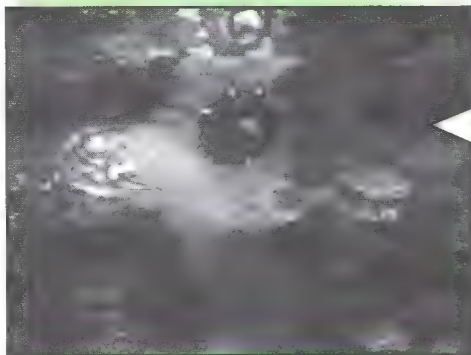
HANG OUT HERE FOR A MOMENT UNTIL THE TWO SPIKED TIRES COME TOGETHER. WHEN THEY PART, QUICKLY FOLLOW THE ONE GOING UP, STAYING TO THE RIGHT AS YOU GO...

SO THAT YOU SLIP INTO THIS TUNNEL WITHOUT GETTING HIT BY THE SPIKED TIRE ON ITS WAY BACK DOWN.

BITESIZE FEEDING FRENZY!

IN THIS FINAL STRETCH, STAY TO THE VERY TOP OF THE SCREEN TO AVOID THE BITESIZES (ESPECIALLY IF YOU'RE SWIMMING WITHOUT ENGUARDE!), THEN DROP DOWN TO GET THIS LETTER "G"...

WATCH OUT FOR MORE BITESIZES AS YOU NEGOTIATE THIS FINAL OBSTACLE—IT'S EASIER TO SHOOT THROUGH HERE IF YOU'RE RIDING ENGUARDE! IF YOU'RE WITHOUT ENGUARDE, GO BACK TO THE VERY TOP AFTER YOU GET THE "G" THEN WAIT FOR THE UPPER SPIKED TIRE TO DROP DOWN, THEN QUICKLY SWIM BY ALONG THE TOP.



MINE CART MADNESS

YEP, MORE OF THAT "INDIANA JONES" MINE CART ADVENTURE. THIS TIME THE CHALLENGE IS TWICE AS DIFFICULT...OR IS THAT TEN TIMES AS DIFFICULT? THE FIRST BONUS LEVEL HERE IS TRICKY TO REACH AND EASY TO MISS. I FOUND IT BY ACCIDENT, OF COURSE. THE LAST TWO ARE AT LEAST MADE APPARENT BY THEIR CANNON BARRELS. NO PROBLEM THERE! PRETTY CUTE SEEING YOUR TWO ALTER EGOS ZIPPING ALONG ON THE TRACKS, ISN'T IT? ESPECIALLY DIDDY'S LITTLE CAP, THE WAY HIS BRIM POINTS OUT JUST OVER THE CART'S EDGE, AND THE WAY HE GRIPS THE FRONT OF THE CART FOR DEAR LIFE WITH HIS LITTLE MONKEY FINGERS. HANG ON, LITTLE DUDE MAN!

A PROBLEM IN THIS LEVEL IS TIMING YOUR LEAPS FROM ONE MINE CART TO THE NEXT. I THINK I ONLY MADE IT THROUGH THIS LEVEL ONCE OR TWICE WITH BOTH BUDDIES INTACT. OTHERWISE, I ALWAYS NAILED THAT LAST DEAD MINE CART NEAR THE END, NO MATTER HOW MANY TIMES I TRIED TO GET MYSELF READY FOR IT. THEN AGAIN, THAT WAS WHEN I COULD GET PAST THAT TRIO OF ONE-AFTER-THE-OTHER ZINGERS. THE KRASH KRITTERS WERENT SO MUCH TROUBLE, SINCE IT WAS EASY ENOUGH TO RESPOND TO THEM AS SOON AS I SAW THEM COMING.

MINE CART MADNESS

BONUS 1

THE FIRST BONUS IN THIS LEVEL HAPPENS RIGHT AFTER THE "K." JUMP OVER THE FIRST NECKY...

GET THE "K," THEN JUMP OVER THE SECOND NECKY...

AS SOON AS YOU LAND BACK IN THE CART, JUMP AGAIN TO REACH THIS ROPE...

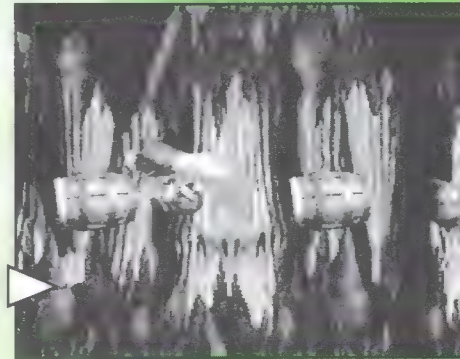
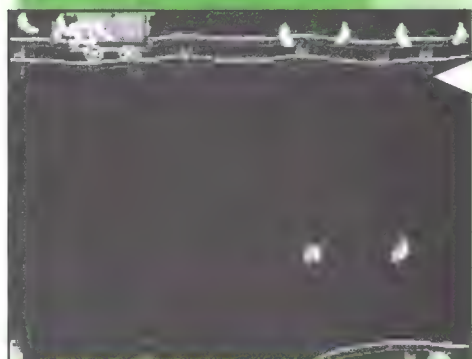
CLIMB UP THE ROPE AND JUMP INTO THE MINE CART TO THE RIGHT, THEN TAKE IT FOR A VERY SHORT RIDE...

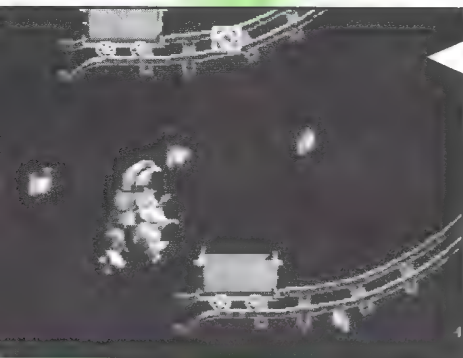
WHEN YOU REACH THIS GAP IN THE BANANAS, JUMP UP OUT OF THE CART TO REACH A HIDDEN CANNON BARREL...

BLAMO! BONUS ROUND, WITH BANANAS, A RAMBI TOKEN, AND A 1-UP!

"O" TO ENGUARDE
A NECKY BOUNCE WILL POP YOU HIGH ENOUGH TO REACH THIS "O" LETTER...

RIGHT AFTER YOU GET IT, RIDE THE CART OFF THE TRACK RATHER THAN JUMPING STRAIGHT ACROSS...





"O" TO ENGUARDE CONT.
 THEN JUMP INTO THIS LOWER
 CART BEFORE THE ONE YOU
 WERE RIDING FALLS OFF
 THE SCREEN...



THAT'S HOW TO GET THIS
 ENGUARDE TOKEN!



SIT TIGHT!
 WHEN YOU PASS THIS CONTINUE
 BARREL, SIT TIGHT...



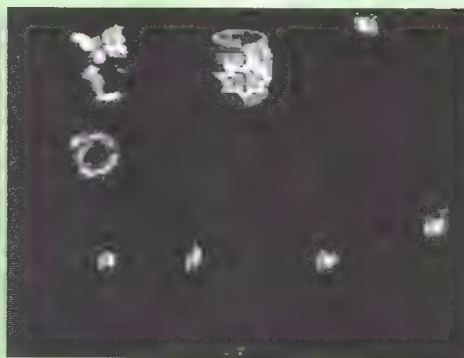
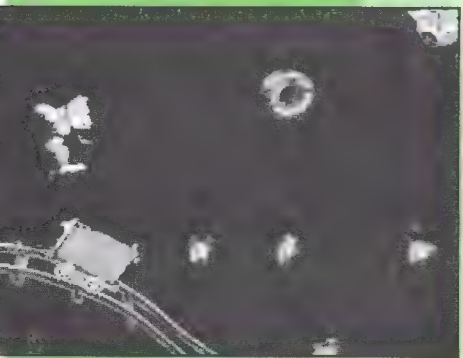
YOUR CART WILL GO OFF THE
 TRACKS AND LAND SAFELY ON
 THE NEXT SET, BELOW!



**"N" CHALLENGE &
 BONUS!**
 TO NAB THIS "N," YOU'LL NEED
 TO RIDE THE MINE CART OFF THE
 TRACKS UNTIL YOU HIT
 THE LETTER...



THEN LEAP UP AND TO THE
 RIGHT TO LAND IN THE NEXT
 MINE CART...



AS SOON AS YOU CLEAR THE TOP OF
 THIS RISE, JUMP UP AND TO THE
 RIGHT TO REACH THE BOUNCY TIRE...

BOUNCE RIGHT TO REACH THE
 CANNON BARREL...

AND YOU'LL GET BLASTED TO THIS
 ANIMAL TOKEN BONUS ROUND!

MINE CART MADNESS

THINK FAST

GRAB THIS "G" AS YOU LAND FROM YOUR MINE CART LEAP, THEN KEEP GOING ACROSS TO THE RIGHT TO THE NEXT CART—THE ZINGER WON'T STING YOU IF YOU DO IT IN ONE LEAP...

THESE THREE ZINGERS ARE TOUGH TO GET PAST—TIME YOUR FIRST JUMP AS SHOWN HERE, THEN JUMP IMMEDIATELY OVER THE NEXT ONE AND THE ONE AFTER THAT TO CLEAR THEM...

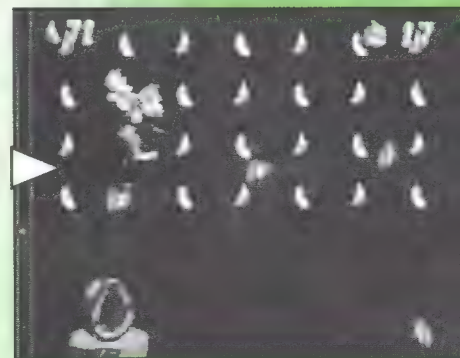
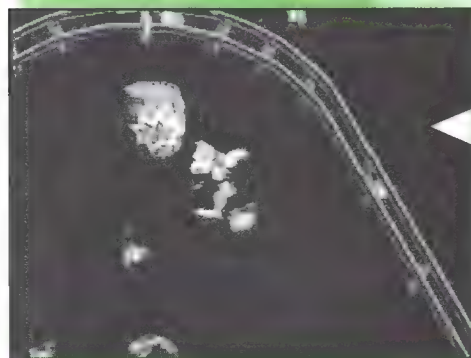
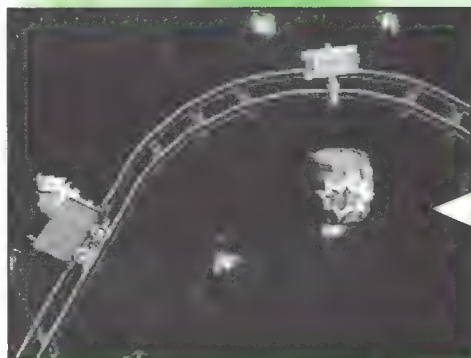
BONUS 3

AS YOU NEAR THE END OF THE LEVEL YOU'LL RIDE UP THIS STEEP HILL WITH THE ARROW SIGN—GET READY TO ACT FAST...

JUST AS YOUR CART REACHES THE FIRST BANANA HERE, JUMP OUT OF THE CART AND TO THE LEFT TO REACH THE BOUNCY TIRE...

CAREFULLY BOUNCE YOURSELF UP AND TO THE LEFT TO REACH THE CANNON BARREL HERE...

BLAMO—BANANA BONUS DELUXE!



BLACKOUT BASEMENT

THE FIRST TIME I STARTED THIS LEVEL I THOUGHT, "OH CRAP!" BUT BY TAKING IT SLOWLY, IT DIDN'T PROVE SO TOUGH. YES, THE LIGHTS ARE BLINKING ON AND OFF, BUT THAT'S NOTHING COMPARED TO LOOPY LIGHTS, LATER IN THE GAME. ANYWAY, BY HANGING BACK AND TAKING IT SLOWLY, YOU'LL SEE WHAT'S COMING AT YOU UP AHEAD, AND WILL BE ABLE TO PREPARE FOR IT ACCORDINGLY. SOME OF THE TRICKIER PARTS ARE REACHING THE SWINGING ROPE, AND NAILING THE KRITTERS WITHOUT FALLING OFF THE SMALL PLATFORMS. INSTEAD OF THE LEAP-OF-FAITH, THIS LEVEL GIVES YOU THE DREADED STOMACH-DROP-OFF-FATE: THAT'S RIGHT, BY SIMPLY STANDING STILL ON A FEW PLATFORMS YOU'LL DROP DOWN TO A HARD-TO-REACH ITEM, OR, IN ANOTHER CASE, THE FIRST BONUS ROOM.

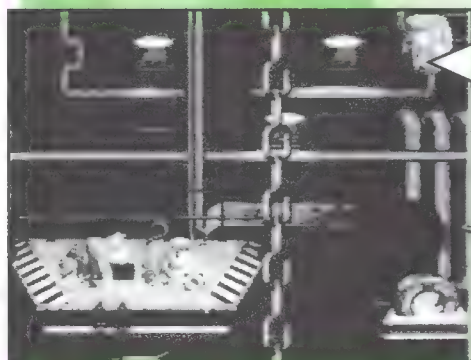
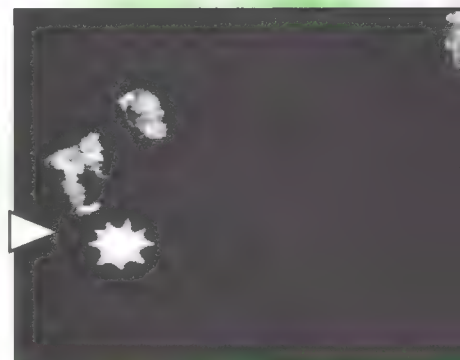
FOR THOSE OF YOU INTERESTED IN HOW GAME BOOKS ARE CREATED, THIS LEVEL POSED A BIT OF A PROBLEM FOR CAPTURING SCREEN SHOTS. SINCE THE LIGHTS KEPT GOING ON AND OFF, I HAD TO TAKE IT VERY, VERY SLOWLY, AND TRY TO TIME CERTAIN MOVES WHILE THE LIGHTS WERE ON, SO YOU KNOW WHEN TO DO THE SAME. TOWARD THE END, HOWEVER, THAT KRITTER POSSE HAS TO BE TAKEN OUT WHILE THE LIGHTS ARE OUT, SO IT SEEMED ONLY FITTING TO PUT IN THE SCREEN AS IT WOULD APPEAR, PITCH BLACK, EXCEPT FOR THE WHAMO-SPARKS FROM DIDDY'S SPIN ATTACK AS HE MOWS DOWN THE KRITTERS!

BLACKOUT BASEMENT



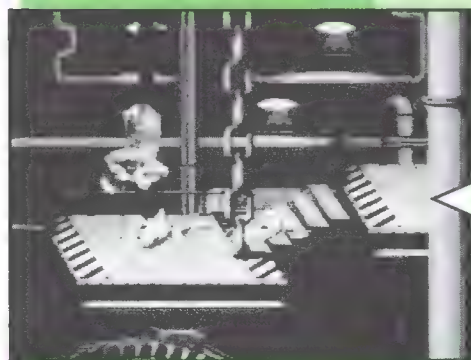
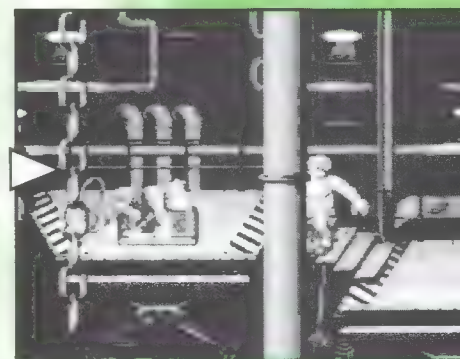
HIDDEN "O" LETTER
WHEN YOU REACH THESE THREE
BOUNCY TIRE PLATFORMS...

LEAP RIGHT OFF THE MIDDLE
PLATFORM AND LAND HARD ON
THE BLACK SQUARE HERE TO
KNOCK UP THE "O" LETTER.



NEXT STOP: THE CONTINUE
BARREL—YOU'RE
HALFWAY HOME...

AFTER THE CONTINUE BARREL,
LET DONKEY KONG LEAD—HE'S
BETTER THAN DIDDY AT
KNOCKING OUT THE KLUMPS
YOU'LL ENCOUNTER FROM
THIS POINT FORWARD.



BONUS 1
AFTER THESE KLAP TRAPS YOU'LL
REACH FOUR TREMBLING
PLATFORMS. LEAP ACROSS THE
FIRST THREE QUICKLY...

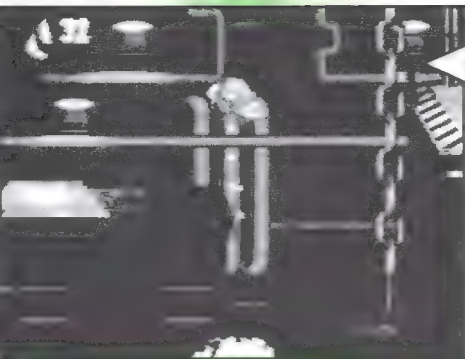
WHEN YOU GET TO THE FOURTH
ONE (THE ONE WITH A SINGLE
BANANA BENEATH IT) STAY ON
IT AND LET IT FALL DOWN
TO THE BANANA!



BONUS 1 CONT.

YOU LAND IN A HIDDEN CANNON BARREL THAT WILL BLAST YOU TO A BONUS ROUND...

MAKE SURE YOU BLAST YOURSELF DIAGONALLY TO REACH THIS "N" IN THE MIDDLE OF THE BONUS ROOM!



KEG RIDE TO BONUS 2

WHEN YOU EXIT THE FIRST BONUS ROOM YOU'LL LAND HARD HERE AND MAKE THIS STEEL KEG APPEAR. TO REACH THE SECOND BONUS ROOM, YOU'LL NEED TO RIDE THE STEEL KEG TO THE RIGHT...

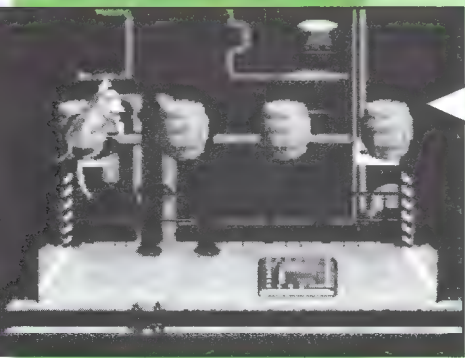
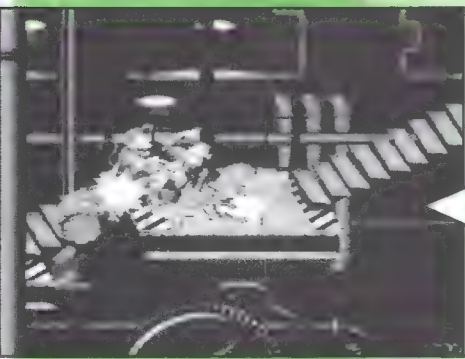
START BY STANDING BACK A FEW PACES AND TOSSING THE STEEL KEG INTO TO THE LEFT WALL (BENEATH WHERE YOU GOT THE BARREL), THEN LEAP IMMEDIATELY TO LAND ON THE BARREL AND TAKE IT FOR A SPIN...

YOU'LL GO BARRELING RIGHT THROUGH THIS MANKY KONG AND SOME KRITTERS...

AND WIND UP AT THE END, WHERE YOU'LL REBOUND AND START HEADING BACK THE WAY YOU CAME...

UNTIL YOU BLAST THROUGH A LOW LEFT WALL, WHICH TAKES YOU TO THIS 1-UP BONUS ROOM!

WHEN YOU LEAVE IT, GO LEFT AND BOUNCE THE KRITTERS IN YOUR WAY AND NAB THE "G" LETTER. THEN GO RIGHT TO THE EXIT.



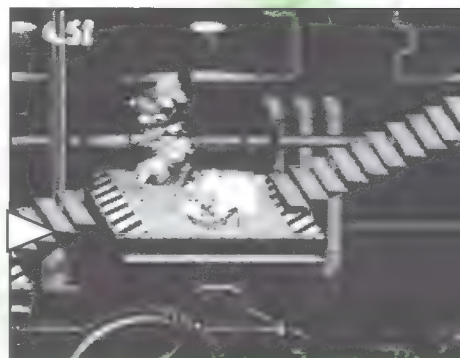
NO KEGGER RIDE

IF YOU MISS LANDING ON THE STEEL KEG AS DESCRIBED IN THE LAST SCREENS, YOU'LL HAVE TO FINISH THE LEVEL ON FOOT. AS YOU GO RIGHT, PREPARE TO LEAP OVER THE MANKY KONG'S BARRELS...

TIME YOUR LEAPS OVER THE BARRELS WITH THE LIGHTS GOING ON AND OFF AND YOU'LL MAKE IT TO MANKY FOR A BOUNCE ATTACK...

NEXT, YOU'LL COME UP AGAINST THIS GAGGLE OF KRITTERS...

JUST BEFORE THE LIGHTS GO OUT, GO INTO A SPIN ATTACK AND YOU'LL KNOCK THEM ALL OUTTA YOUR WAY!



TANKED UP TROUBLE

LIKE TRICK TRACK TREK THAT CAME BEFORE IT, THIS LEVEL BOASTS A STARK, RICKETY LOOK AND FEEL. WHAT MAKES THIS ONE DIFFERENT THAN THAT ONE, THOUGH, IS THAT NOT ONLY ARE YOU WORRYING ABOUT MAKING IT FROM ONE PLATFORM TO THE NEXT, NOW YOU'VE GOT TO WORRY ABOUT KEEPING THE PLATFORM YOU'RE ON RUNNING BY SNATCHING FUEL TANKS. A VERY CLEVER SPIN ON WHAT COULD HAVE BEEN A NEAR-REPEAT OF THAT FIRST TRACK TREK. WHAT'S MORE, THERE'S A SLEW OF BADDIES TO WORRY ABOUT ALONG THE WAY, MAKING FOR ONE OF THE MORE CHALLENGING, BUT FAIR, LEVELS IN THE GAME. FINDING THAT FIRST BONUS LEVEL WAS AN ACCIDENT—I SIMPLY SLIPPED OFF THE EDGE OF THE PLATFORM AND, LUCKILY, LANDED IN A CANNON BARREL. EASY TO MISS IF YOU DON'T KNOW IT'S THERE!

THAT ROLLING-TIRE-ON-THE-PLATFORM TRICK YOU MUST PULL OFF IN THIS LEVEL HAD ME BAFFLED FOR QUITE A FEW TRIES UNTIL I FINALLY FIGURED IT OUT. TALK ABOUT REACHING NEW HEIGHTS WITH A BOUNCY TIRE. NOW AND THEN, I THINK OF HOW MUCH MORE INTERESTING (AND AT THE SAME TIME, FRUSTRATING) A GAME DONKEY KONG COUNTRY MIGHT BE IF MORE OF THIS SORT OF PUZZLE-SOLVING WERE ADDED TO OTHER LEVELS. AS IT IS, THERE REALLY AREN'T MANY PUZZLES TO SOLVE IN THE GAME. THERE ARE, HOWEVER, PLENTY OF SECRET LEVELS TO SEARCH FOR IF YOU DON'T FIND THEM FIRST TIME OUT, AND THIS VIRTUE DEFINITELY GIVES THE GAME A STRONG REPLAY VALUE. STILL, MY VOTE FOR THE SEQUEL WOULD BE A HEAVIER ADVENTURE AND THINKING THEME, ALONG THE LINES OF SAY **SUPER METROID**. CAN YOU IMAGINE THAT, OUR TWO FURRY FRIENDS IN OUTER SPACE, DECKED OUT WITH ALL SORTS OF AWESOME POWER WEAPONS AND BOOSTERS AND WHATNOT? OH YEAH, THAT'S RIGHT, THIS IS SUPPOSED TO BE A "GENTLE" GAME... HEY, IT NEVER HURTS TO ASK!

TANKED UP TROUBLE

BONUS ROOM BEGINNING!

RIGHT AT THE BEGINNING YOU CAN REACH THE FIRST BONUS ROOM BY JUMPING OFF AND TO THE RIGHT, AS SHOWN HERE, BEFORE THE PLATFORM MAKES ITS FIRST TURN GOING UP...



YOU'LL REACH A 1-UP BONUS ROOM!



"O" BOTHER

IF YOU WANT THIS "O" YOU'LL NEED TO ACT FAST. BOUNCE THE KRITTER HERE THEN IMMEDIATELY LEAP BACK TO THE LEFT TO REACH THE PLATFORM BEFORE IT GOES TOO HIGH...

THEN BOUNCE ATTACK THE KRITTER ON THE LEFT GET SOME FUEL THEN QUICKLY LEAP RIGHT TO GET BACK TO YOUR RIDE.

PART 6: CHIMP CAVERNS

YOW—WE'RE ALMOST THROUGH! WHILE CHIMP CAVERNS ISN'T TECHNICALLY THE GAME'S LAST LEVEL, YOU CAN THINK OF IT AS THE LAST STRETCH ANYWAY, SINCE THE FINALE, GANG-PLANK GALLEON, WHICH AWAITS YOU AFTER THIS GRUELING PART, IS REALLY THE MAJOR BOSS SHOWDOWN, RATHER THAN A WHOLE NEW SERIES OF LEVELS. HOW MANY OF YOU LIL' CHIMPSTERS ARE GONNA BAIL OUT NOW 'CAUSE YOUR OPPOSABLE THUMBS ARE FEELING SORE? GO AHEAD, TAKE A NAP, YOU'LL NEED IT—BECAUSE THIS FINAL PART, WITH ITS INTENSE, TIMING-ORIENTED CHALLENGES, WILL HAVE YOU CLIMBIN' THE WALLS FUR SURE!



LEAP O' FAITH!

WHEN YOU SEE THIS FUEL BARREL WITH A LINE OF BANANAS GOING DOWN, LEAP STRAIGHT DOWN THE LINE RATHER THAN UP...

YOU'LL LAND IN A HIDDEN CANNON BARREL THAT WILL BLAST YOU UP TO THE FUEL BARREL.

ENGUARDE PATIENCE

WHEN YOU REACH THIS KRITTER JUST BEFORE THE CONTINUE BARREL, DON'T JUMP. INSTEAD, STAY ON THE PLATFORM AND IT WILL RIDE UP ALONG AN INVISIBLE TRACK...

IT'LL TAKE YOU RIGHT TO THE ENGUARDE TOKEN. AFTER YOU GET THE TOKEN, LEAP OFF AND RIGHT TO REACH THE CONTINUE BARREL.

TIRESOME CHALLENGE

THEN, WHEN YOUR PLATFORM CATCHES UP BELOW, ROLL THE TIRE OFF...

AND USE IT TO REACH THIS VERY HIGH FUEL BARREL.

HAS THIS ONE PUZZLED YOU? THE TRICK HERE IS TO ROLL THE TIRE ALONG TO THE END OF THE TRACK (STOPPING TO BOUNCE ATTACK THE GNAWTIES ALONG THE WAY)...

TANKED UP TROUBLE

"N" PATIENCE

AFTER YOU USE THE TIRE TO GET THE FUEL IN THE PREVIOUS SCREENS, ROLL IT OFF—YOU WON'T NEED IT ANYMORE. AS YOU APPROACH THIS NEXT HANGING PLATFORM—DON'T JUMP UP ONTO IT.



INSTEAD, HANG OUT AND YOU'LL RIDE RIGHT PAST THE "N"...



ONCE YOU HAVE IT, THEN LEAP UP ONTO THE PLATFORM AND DIVE BETWEEN THESE TWO ZINGERS TO GET MORE FUEL.



DON'T SHOOT!

WHEN YOU REACH THIS FIRST CANNON BARREL, DON'T SHOOT YOURSELF OUT OF IT RIGHT AWAY, OR ELSE YOU'LL MISS YOUR PLATFORM. INSTEAD, WAIT A MOMENT UNTIL THE PLATFORM IS IN THE MIDDLE, AS SHOWN HERE, THEN BLAST YOURSELF TO THE NEXT BARREL.



WANT THE "G"?

WHEN YOU REACH THESE BANANAS YOU'RE IN THE FINAL STRETCH. YOU NEED TO MAKE A DECISION: TO GET THE "G" OR TO SKIP IT. IF YOU WANT TO SKIP IT, YOU CAN TAKE THE BLAST BARREL THAT LIES JUST UP AHEAD AND GET BLASTED TO THE EXIT AREA...

OTHERWISE, STAY ON THE PLATFORM WHEN YOU REACH THE BLAST BARREL, RIDE THROUGH THE FUEL TANK, AND GET READY FOR SOME FAST JUMPING...

ONE, TWO, THREE QUICK LEAPS AND YOU'LL GET YOUR PRECIOUS "G"...

LEAP JUST BEFORE THE PLATFORM FALLS OFF THE SCREEN, AS SHOWN HERE, AND YOU'LL MAKE IT TO THE FINAL STRETCH...

BOUNCE ATTACK THE LAST FEW GNAWTIES, AND YOU'RE IN THE CLEAR!

MANIC MINCERS

SORRY, BUT THERE ISN'T MUCH TO SAY ABOUT THIS ONE. ON THE FACE OF IT IT'S A SCARY LEVEL, WHAT WITH ALL THOSE DANGEROUS MINCERS JUST WAITING TO RIP YOUR FUR APART. BUT SOMEHOW I NEVER HAD ANY TROUBLE GETTING THROUGH THIS LEVEL. SEEMS TO ME LIKE THE CAVE LEVELS ARE AMONG THE GAME'S EASIER TO BEAT, NO MATTER WHAT THE VARIATION. (EXCEPT, THAT IS, THAT *&\$%! SLIP SLIDE RIDE ICE CAVE).

AS FOR RAMBI, GREAT IDEA, BUT BAD EXECUTION. I MEAN, THE LITTLE GUY IS SO FAT, HOW THE HECK AM I SUPPOSED TO GET PAST THAT SECOND SET OF MINCERS WITH HIM? MAYBE YOU'RE MORE AGILE ON HIS BACK THAN ME, BUT I NEVER GOT VERY FAR WITH HIM. I THOUGHT IT WAS SORT OF INTERESTING THAT THE SECOND BONUS AREA IS SITTING THERE WIDE OPEN FOR EVERYONE TO SEE. IT'S NOT LIKE OTHER BONUS LEVELS IN THAT YOU DON'T NEED TO BREAK THROUGH THE WALL TO REACH IT—YOU JUST WALK IN THE LITTLE CAVE AND YOU'RE THERE. HMMM, YOU THINK MAYBE THE GUYS AT RARE GOT TIRED OF LAYING OUT SO MANY BARRELS? NAH, I DON'T THINK THAT WAS IT EITHER. MAYBE THEY JUST WANTED TO GIVE US A BREAK FOR ONCE—GOSH KNOWS WE HAVEN'T GOTTEN ANY UNTIL THIS ONE!

MANIC MINCERS

RAMBI RUSH

RAMBI'S A GOOD FRIEND TO HAVE ALONG FOR AS LONG AS POSSIBLE...

HE'S PERFECT FOR SMASHING THE LOADS OF BADDIES THAT LIE UP AHEAD...

HOWEVER HE'S ANYTHING BUT LIGHT ON HIS FEET, SO DON'T BE SURPRISED IF YOU LOSE HIM QUICKLY. OH WELL, IT WAS FUN WHILE IT LASTED!

TNT TO BONUS ROOM

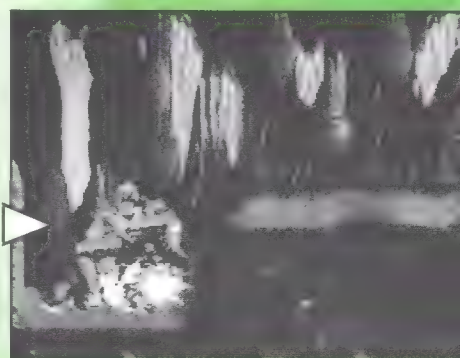
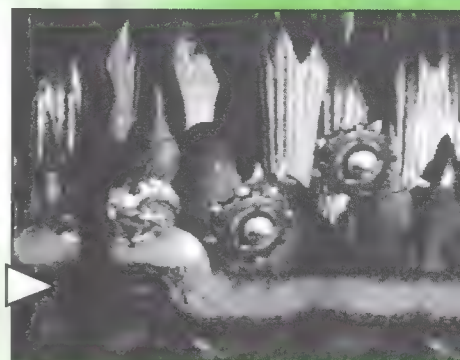
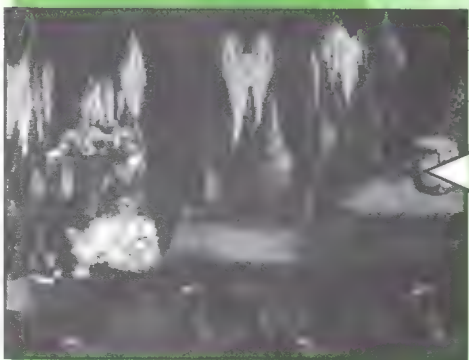
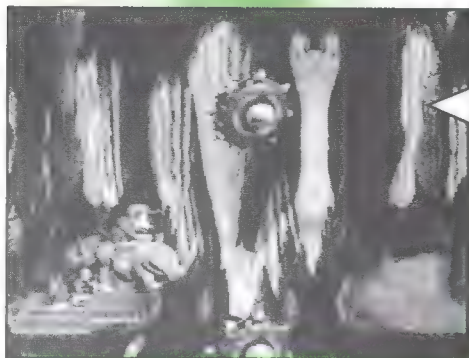
TAKE THE TNT BARREL THAT'S SITTING BESIDE THE CONTINUE BARREL. AT THIS PAIR OF MINCERS, WAIT FOR THE REVOLVING MINCER TO GO BY, THEN FOLLOW RIGHT BEHIND IT TO MAKE IT PAST SAFELY...

USE THE TNT TO BLAST THE FIRST KRUSHA YOU RUN INTO...

THEN SNAG THE NEXT DK BARREL...

TAKE IT TO THIS NEXT MINCER, AND LEAP OVER IT JUST AS IT'S DROPPING DOWN. PASS THE BARREL HERE FOR A MOMENT AND KEEP GOING RIGHT.

WHEN YOU COME TO THIS KRUSHA, DROP DOWN INTO THE PIT TO BLAST HIM...



TNT TO BONUS ROOM CONT.

THEN RETURN LEFT FOR THE
OTHER BARREL, AND BRING IT
BACK HERE TO BLAST OUT THE
LOW RIGHT WALL...

YOU'LL REACH A KLAP TRAP
BONUS ROUND. NAIL ALL THREE
UNTIL THEY VANISH AND YOU'LL
GET NOT ONLY BANANAS, BUT A
1-UP AS WELL!

MORE MINCER TIPS!

LEAP TO THE CENTER PLATFORM
JUST AS THIS MINCER CROSSES
THE TOP COMING AT YOU, THEN
LEAP AGAIN OFF THE PLATFORM
AND TO THE RIGHT
IMMEDIATELY TO MAKE IT
ACROSS TO SAFETY...

AT THIS BOUNCING LEFT/RIGHT
MINCER, WAIT FOR IT TO GO
RIGHT, THEN SLIP IN TO THIS GAP
AND HANG OUT FOR A SECOND.

WHEN THE MINCER PASSES
OVERHEAD GOING LEFT, LEAP
RIGHT AND RUN TO SAFETY.

BONUS ROOM 2 & WINKY!

ENTER THIS LITTLE CAVE TO
REACH THE SECOND
BONUS ROOM...

THE "G" LETTER IS WAITING
FOR YOU AT THE END...

WHEN YOU COME OUT ON THE
RIGHT SIDE, JUMP UP AND GO
LEFT TO REACH THIS
WINKY TOKEN!

TO BONUS ROOM 3

TO REACH THE THIRD BONUS ROOM, GO BACK THROUGH THE BONUS 2 CAVE TO COME OUT ON THE RIGHT SIDE AGAIN, WHERE THERE'S A TNT BARREL. TAKE IT, THEN MAKE A RUNNING LEAP TO THE RIGHT, OFF THE LEDGE, TO GET PAST THE GNAWTIES THAT ARE WAITING FOR YOU DOWN BELOW...

BLAST OUT THE LOW RIGHT WALL BELOW THIS BOUNCY TIRE...

AND YOU'LL REACH THE THIRD BONUS ROOM, FOR A 1-UP GUESSING GAME...

AFTER THE BONUS ROOM, YOU'LL EMERGE ON THE OTHER SIDE OF THE MINCER. EXIT, STAGE RIGHT!

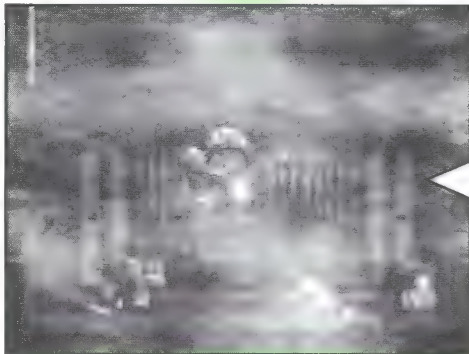


MISTY MINE

VERY COOL. I MEAN, CHECK OUT THAT FOG! ISN'T THIS A BEAUT' OF A LEVEL?

IT'S TOTALLY ABSORBING, FROM THE MUSIC TO THE PLOIT-PLOIT SOUND EFFECTS TO THE UPSY-DOWNSY "KONG" LETTERS RIDE YOU'VE GOT TO TAKE TO SPELL OUT YOUR SURNAME. IF YOU SCREW UP AFTER THE FIRST LETTER IT'S NEXT TO IMPOSSIBLE TO CORRECT YOUR MISTAKE AND GET THE REST OF THE LETTERS. (WHICH IS WHY THE CORRECT UP AND DOWN PATTERN IS DESCRIBED IN THE STRATEGY TEXT.)

THIS LEVEL ISN'T ALL THAT DIFFICULT, BUT IT IS RATHER DRAWN OUT. TOWARD THE END THINGS GET TRICKY WHEN THOSE ARMIES START POPPING OUT OF THE BARRELS AS FAST AS YOU CAN BLINK. WHILE DIDDY KONG MAKES A GOOD LEAD MOST OF THE WAY THROUGH THIS LEVEL, HE'S NO MATCH FOR THOSE ARMIES, AS YOU WELL KNOW. IF YOU'RE RUNNING WITHOUT DONKEY KONG, YOU'LL HAVE TO EITHER JUMP THEM, OR STUN THEM WITH YOUR FIRST HIT, THEN WIPE THEM OUT ON THE SECOND HIT AND GET READY TO BOLT FAST TO AVOID THE NEXT ONE THAT POPS OUT. GOOD LUCK, DIDDY DUDE!

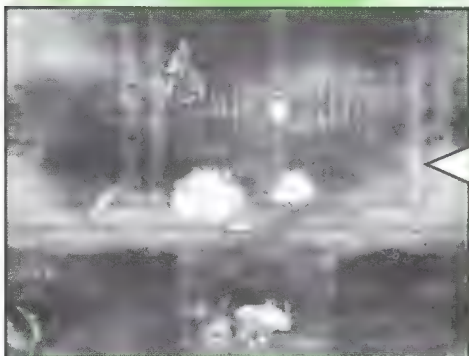


MISTY MINE

DOUBLE TNT TROUBLE

INSTEAD OF RIDING THE ROPE OVER THIS PIT, TAKE THE TNT BARREL AND BLAST THE DRUM ON THE RIGHT TO SNAG A BUNCH O' BANANAS...

TAKE THE NEXT TNT BARREL YOU FIND AND CAREFULLY MAKE YOUR WAY TO THIS PIT.



IF YOU'RE DIDDY, YOU CAN JUMP RIGHT DOWN TO THE MIDDLE TO BLOW OUT THE BARREL AND THE SLIPPA, AND REACH THE RAMBI TOKEN!

BONUS SLIP DOWN!

AFTER THE CONTINUE BARREL YOU'LL COME TO THIS LONG ROPE. RIDE HALFWAY DOWN ON IT TO HIT THE DK BARREL (IF YOU NEED IT)...

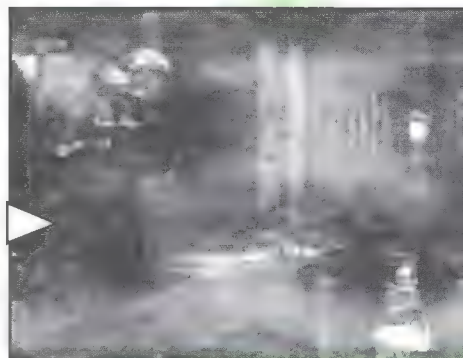


THEN DROP OFF THE ROPE AT THE END AND FALL DOWN AND TO THE RIGHT TO REACH THIS SECRET BONUS ROOM DOORWAY...



TO SNAG ALL OF THE LETTERS TO SPELL "KONG," FIRST CLIMB UP FOR THE "K,"...

THEN SLIDE DOWN FOR THE "O,"...



BONUS SLIP DOWN! CONT.

UP FOR THE "N,"...

THEN DOWN FOR THE "G,"...

AT THE END, HOP ON EXPRESSO
AND GO RIGHT...

YOU'LL COME OUT HERE. QUICKLY
FLY EXPRESSO UP TO THE
EXPRESSO BONUS TOKEN, THEN
HOP OFF TO NAIL
THE KLAP TRAPS WAITING
FOR YOU.

ANOTHER BONUS!

WHEN YOU COME TO THIS
BOUNCY TIRE, PREPARE FOR SOME
FANCY FOOTWORK IF
YOU WANT TO REACH
ANOTHER BONUS ROOM. BOUNCE
UP AND RIGHT TO GRAB THE
TNT BARREL...

THEN GO RIGHT, BEING CAREFUL
TO LEAP OVER THE KLAP TRAPS
AND STEEL DRUM SO THAT
YOU DON'T BLOW UP
YOUR TNT BARREL...

DROP DOWN INTO THE NEXT
PIT AND BLAST OUT THIS
LOW RIGHT WALL...

TO REACH THIS ANIMAL TOKEN
BONUS ROUND!

DONKEY KONG LEADS!

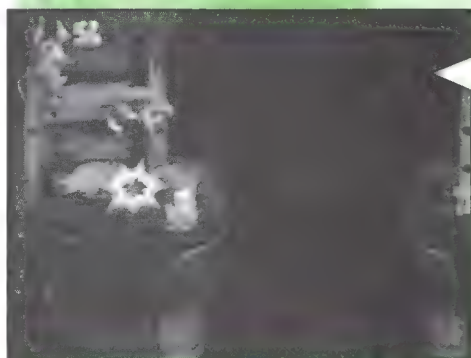
AFTER THE SECOND BONUS ROUND, SWITCH TO DONKEY KONG IF HE ISN'T ALREADY LEADING...



YOU'LL RUN INTO SOME MORE KLAP TRAPS...



BUT IT'S THE RELENTLESS LINE UP OF ARMIES THAT YOU'LL WANT DONKEY KONG IN THE LEAD FOR, BECAUSE DIDDY CAN'T BOUNCE ATTACK THEM FAST ENOUGH...



NEAR THE VERY END PREPARE TO QUICKLY SPIN OR BOUNCE ATTACK THIS SLITHERING POOL OF SLIPPAS, THEN HEAD RIGHT AND YOU'RE OUTTA HERE!



LOOPY LIGHTS?

WHO'S AFRAID OF THE DARK? HEY, YOU GET THE FEELING RARE'S TURNING THE SCREWS A LITTLE HARDER NOW THAT WE'RE ALMOST AT THE VERY END? YOU BET THEY ARE! THIS LEVEL'S GOT THE BEST OF YOUR WORST NIGHTMARES. LIKE STOP & GO STATION, YOU'VE GOT SOME MAJOR TIMING ISSUES TO DEAL WITH HERE. EVEN IF THE LIGHTS GO OUT, THOUGH, YOU CAN ALMOST ALWAYS FIND YOUR WAY BY WATCHING THE BADDIES' GLOWING EYES AS THEY COME CLOSE. IT'S THOSE DROP-OFFS THAT'LL GETCHA EVERY TIME IF YOU'RE NOT CAREFUL! IN SEVERAL CASES, I MANAGED TO MAKE IT THROUGH THIS LEVEL IN DARK PATCHES BY TURNING UP THE TV'S BRIGHTNESS A FEW NOTCHES. LOOKS PRETTY CRAPPY, I KNOW, BUT IT DID SAVE ME A FEW LIVES. THAT SECOND BONUS ROUND IS A REAL NECK-BREAKER, THOUGH, NO MATTER HOW BRIGHT YOU MAKE THE SCREEN. GOOD LUCK NABBIN' THAT EXPRESSO TOKEN AND THE 1-UP THAT'S EVEN FARTHER TO THE RIGHT. IT'S NEXT TO IMPOSSIBLE TO REACH!

AT THE END OF THIS LEVEL, YOU'RE IN FOR SOME VERY HAIRY ZINGER ACTION. FOLLOW THE STRATEGY TEXT CLOSELY SO THAT YOU'RE PREPARED FOR THE BUZZING LINE-UP THAT'S JUST WAITING TO STING YOU SILLY. IT'S ALL IN THE EYES AGAIN. THAT IS, IF THE LIGHTS GO OUT, KEEP A CLOSE EYE ON THE ZINGERS' EYES TO TRACK THEIR PATTERNS, THEN PROCEED SLOWLY AND CAUTIOUSLY. AS IF THAT'S NOT ENOUGH TO WORRY ABOUT, THERE'S A MANKY KONG WAITING FOR YOU IN THE FINAL STRETCH. COME ON, RARE, PLAY FAIR! A MANKY KONG IN THE MINE? OKAY, OKAY, MAYBE HE'S ONE OF THOSE SUCKERS WE KNOCKED-OFF IN THAT TREACHEROUS ORANG-UTAN GANG LEVEL...FELL THROUGH A HOLE IN THE GROUND OR SOMETHING AND ENDED UP IN HERE? NAIL THAT ORANGE-HAIRED APE!

LOOPY LIGHTS?

MAJOR SECRET!

THERE'S A BONUS LEVEL WAITING FOR YOU JUST PAST THE BEGINNING OF THIS LEVEL—IF, THAT IS, YOU CAN FIGURE OUT HOW TO BOUNCE THESE KLEVER KLAP TRAPS. THEY'LL LEAP WHEN YOU LEAP, SO THE TRICK IS TO FAKE THEM OUT BY LEAPING IN PLACE (WHEREVER POSSIBLE) TO MAKE THEM LEAP, THEN LEAPING AGAIN TO LAND ON THEM WITH A BOUNCE ATTACK...

WHEN YOU COME TO THIS LEDGE WITH A LINE OF BANANAS GOING DOWN, JUMP DOWN INTO THE PIT TO REACH A HIDDEN CANNON BARREL...

IT WILL SHOOT YOU INTO THIS BONUS ROUND. MAJOR SECRET: AS SOON AS YOU LAND IN THE FIRST CANNON BARREL HERE, HIT THE "B" BUTTON CONTINUOUSLY AND YOU'LL AUTOMATICALLY BLAST FROM BARREL TO BARREL TO THE END, SNAGGING THE "K," WITHOUT MISSING A BEAT!

BONUS ROOM 2

AT THIS LIGHT BARREL SWITCH, GET READY FOR SOME FAST THINKING IF YOU WANT TO REACH THE SECOND BONUS ROOM. TURN ON THE LIGHTS THEN QUICKLY GO RIGHT...

AT THE TOP OF THE STEPS THERE'S A NECKY DROPPING NUTS AND GUARDING A BARREL—IF YOU'RE FAST ENOUGH YOU CAN GRAB THE BARREL AND KEEP GOING TO THE RIGHT WITHOUT GETTING HIT BY A NUT...



BONUS ROOM 2 CONT.

CONTINUE RIGHT AND LEAP TO THE NEXT LEDGE (IF THE LIGHTS ARE OUT BY NOW, LOOK AT THIS PHOTO CAREFULLY TO JUDGE YOUR LEAP)...

PROCEED RIGHT TO THE NEXT LIGHT BARREL SWITCH, TURN IT ON, THEN BLAST OUT THE LOW WALL HERE BENEATH THE KLAP TRAP TO OPEN UP THE BONUS ROOM DOORWAY...

THE LIGHTS WILL GO OUT QUICKLY IN THIS BONUS ROUND, SO LEAP CAREFULLY. ACROSS THE FIRST PIT YOU'LL FIND THE LETTER "N"...

A LITTLE FARTHER TO THE RIGHT AND ACROSS ANOTHER PIT YOU'LL FIND AN EXPRESSO TOKEN AND FARTHER STILL, A 1-UP! IT'S SO DARK YOU CAN HARDLY SEE THEM, SO LOOK CLOSELY!

KRITTER ALERT!

WHEN YOU EMERGE FROM THE SECOND BONUS ROOM, YOU'LL COME TO THIS LEFT/RIGHT PLATFORM...

TIMING YOUR ROLL OR BOUNCE ATTACK ON THIS BOUNCY KRITTER IS CRITICAL, OR ELSE HE'LL NAIL YOU! BE READY FOR HIM BEFORE YOU LEAP!



MAJOR WARNING!!!

RIGHT AFTER YOU MAKE IT ACROSS THIS SERIES OF BOUNCY TIRES, THE LIGHTS WILL GO OUT...

JUST PAST THE BOUNCY TIRES YOU'LL REACH THIS DARK POINT, AND YOU'LL AUTOMATICALLY THINK YOU SHOULD JUMP TO THIS BARREL TO TURN ON THE LIGHTS. WAIT! TAKE A BREATH FIRST—THERE'S A TON OF ZINGERS WAITING FOR YOU BELOW, SO STUDY THESE SCREENS BEFORE YOU LEAP DOWN AND YOU'LL HAVE A BETTER CHANCE OF SURVIVING...



WHEN YOU'RE READY, LEAP SLIGHTLY RIGHT TO TURN ON THE LIGHTS. AT THE BOTTOM, RUN UNDER THIS FIRST ZINGER, THEN LEAP OVER THE SECOND ONE...



LEAP OVER THE NEXT ZINGER TO TURN ON THE LIGHTS, AND AGAIN OVER THE NEXT ONE...



WAIT UNTIL IT'S SAFE TO LEAP, THEN LEAP OVER THE NEXT ZINGER, THEN OVER THE ONE AFTER THAT...



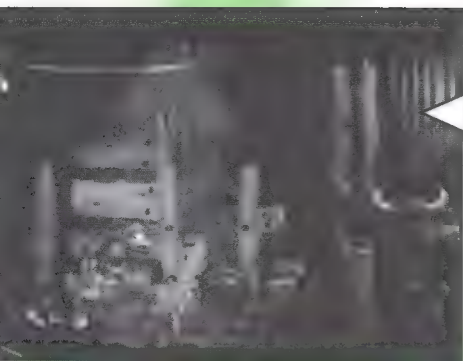
GO UNDER THE NEXT ONE, AND WHEN YOU COME TO THESE LAST TWO...

WAIT FOR THE TOP ONE TO COME TOWARD YOU, THEN JUMP OVER IT TO LAND SAFELY ON THE HIGHER GROUND. (IF THE LIGHTS ARE OUT BY NOW, STUDY THIS PHOTO CAREFULLY TO JUDGE YOUR LEAP.) PHEW!



MAJOR WARNING 2

AS YOU APPROACH THIS ARROW SIGN, PREPARE TO LEAP OVER SOME BARRELS THAT WILL COME ROLLING AT YOU, COMPLIMENTS OF THE MANKY KONG THAT'S WAITING FOR YOU UP AHEAD...



LEAP OVER THE BARRELS AS YOU QUICKLY MAKE YOUR WAY RIGHT, THEN BOUNCE ATTACK THE MANKY KONG TO PUT OUT HIS LIGHTS ONCE AND FOR ALL...



AT THE VERY END OF THE LEVEL, PREPARE FOR ONE MORE BADDIE—A LONE KLAP TRAP, THAT WOULD LOVE TO BITE YOU AND FORCE YOU TO REPEAT THIS HELLISH LEVEL AGAIN! NO WAY!



PLATFORM PERILS

LET ME GUESS: YOU'VE MADE IT THIS FAR AND YOU JUST WANT TO GET THROUGH THIS LAST LEVEL SO YOU CAN FINISH OFF THE TWO REMAINING BOSSES AND TELL ALL YOUR FRIENDS YOU BEAT DKC, TOO! WELL, GOOD LUCK. I MEAN, IT'S NOT LIKE THEY'RE GOING TO MAKE IT EASY FOR YOU, RIGHT? TECHNICALLY, THIS ISN'T THE GAME'S LAST LEVEL, BUT AS FAR AS I'M CONCERNED IT IS, BECAUSE THE LAST TWO CHALLENGES ARE, IN FACT, BOSS SHOWDOWNS, FIRST WITH NECKY'S REVENGE, THEN WITH KING K. ROOL. SO, WHEN YOU'RE DONE HERE YOU'RE THROUGH WITH THE GAME'S SIDE-SCROLLING ACTION. LET THE FIRST KRUSHA YOU MEET HERE BE A LESSON TO YOU—THE ONLY WAY TO NAIL HIM IS WITH A BARREL. AND LET ME TELL YOU, YOU'LL BE HOISTING AND TOSSING BARRELS LIKE A LUNATIC AT THE VERY END OF THIS LEVEL. GETTING THAT FAR, THOUGH, TAKES PLENTY OF PATIENCE. DONKEY KONG MAKES A GOOD LEAD, AS HE'S ABLE TO CRUNCH THE ARMIES SCATTERED THROUGHOUT, AND ALSO BONK THE KLUMPS WITH A SIMPLE BOUNCE ATTACK.

LET ME GUESS AGAIN: YOU'RE TAKING A BREAK AND READING THIS BECAUSE YOU'RE ABOUT READY TO CRY OVER THOSE DAMN KRUSHAS THAT ARE BLOCKING YOUR WAY FROM REACHING THE END, RIGHT? WELL, IF I'M WRONG THEN I STAND CORRECTED, BUT I MYSELF HAD A FEW SCREAMING MATCHES WITH MY TV SCREEN WHEN I GOT TO THAT PART OF THE LEVEL. PROBABLY THE ONLY GOOD ADVICE IS TO MASTER TOSSING THE BARREL THEN JUMPING IMMEDIATELY AFTER YOU THROW IT. IT'S THE ONLY WAY TO GO. IF I DID MY JOB RIGHT, THE BLOW-BY-BLOW SEQUENCE OF SHOTS FOR THIS LEVEL'S GRUELING FINALÉ WILL HELP YOU MAKE IT OUT OF HERE ALIVE. SECRET: TO TELL YOU THE TRUTH, I DOUBT I WOULD HAVE REPLAYED THIS NIGHTMARE LEVEL FIFTEEN TIMES IF IT WEREN'T FOR THAT VERY LAST SECRET BONUS LEVEL DOWN BELOW THE KLUMP AT THE FINAL LANDING. BUT WHAT GOOD WOULD THIS BOOK BE IF I DIDN'T SHOW YOU WHERE IT WAS, RIGHT? GOOD LUCK, FELLOW MONKSTERS!

PLATFORM PERILS

BAD NEWS & BONUS GOOD NEWS

FIRST, THE BAD NEWS—THIS KRUSHA AT THE START OF THE LEVEL GIVES YOU A POWERFUL TASTE OF WHAT'S TO COME. NOPE, NEITHER DIDDY NOR DONKEY KONG CAN BOUNCE ATTACK THESE MASSIVE KRITTERS. THE ONLY WAY TO NAIL THEM IS WITH A BARREL...

NOW THE GOOD NEWS: WALK OFF THE LEFT SIDE OF THE FIRST PLATFORM...

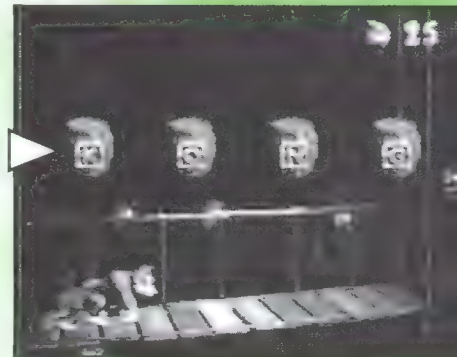
AND YOU'LL LAND ON A HIDDEN PLATFORM THAT WILL TAKE YOU ALL THE WAY OVER TO THE CANNON BARREL...

"KONG" BONUS!

SECRET WINKY TOKEN!

AS YOU APPROACH THIS NECKY, WAIT—DON'T BOUNCE ATTACK HIM OR LEAP OVER HIM TO THE HANGING PLATFORM. INSTEAD, STAY ON YOUR TREMBLING PLATFORM UNTIL IT FALLS, THEN LEAP OFF AND TO THE RIGHT BEFORE IT GOES OFF THE SCREEN...

YOU'LL REACH THIS HIDDEN SET OF PLATFORMS AND A WINKY TOKEN! WARNING: AFTER YOU GRAB THE TOKEN AND REACH THE HANGING PLATFORM ABOVE, PREPARE YOURSELF FOR TWO SPINNING ARMIES THAT WILL COME BARRELING AFTER YOU!



KRUSHA KRUNCH

THIS IS BY FAR THE MOST FRUSTRATING PART OF THE GAME—THANK GOODNESS IT'S THE LAST REAL CHALLENGE YOU'LL FACE IN THIS LEVEL. BEFORE YOU TACKLE IT, YOU MIGHT WANT TO STUDY THE FOLLOWING SCREENS TO ANTICIPATE THE ORDER IN WHICH YOU'LL BATTLE THE KRUSHAS—AND TO ANTICIPATE THE GAME'S FINAL BONUS ROUND, WHICH IS EASY TO MISS IF YOU'RE NOT READY FOR IT. OKAY, TAKE A BREATH AND LET'S GET THIS OVER WITH.

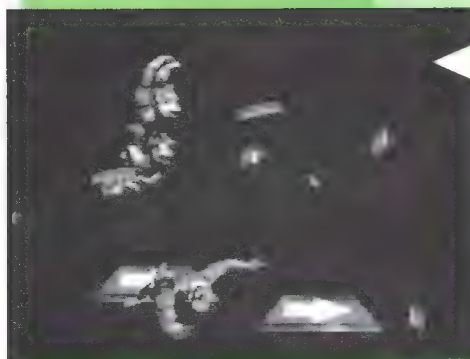


TAKE OUT THIS FIRST KRUSHA WITH THE BARREL...

THEN GO RIGHT TO THE HANGING PLATFORM. LEAP OVER THE ZINGER TO THE PLATFORM.



THROW YOUR NEXT BARREL JUST BEFORE YOU REACH THE KRUSHA, THAT WAY YOU'LL KNOCK HIM OFF AND LAND SAFELY.



RIDE THE PLATFORM OVER TO THE BOUNCY TIRE, AND LEAP UP TO IT. BOUNCE UP TO THE PLATFORM OVER YOUR HEAD, PICK UP THE BARREL, AND AS YOU GO UP AND FACE LEFT...



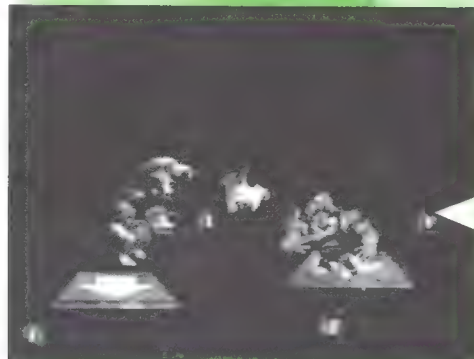


TOSS THE BARREL LEFT AS SOON AS YOU SEE THE KRUSHA, AND LEAP LEFT ONTO HIS (NOW VACANT) PLATFORM...

RIDE THE PLATFORM RIGHT AND CAREFULLY LEAP OVER THIS ZINGER TO THE NEXT PLATFORM AND PICK UP THE BARREL AND FACE RIGHT...



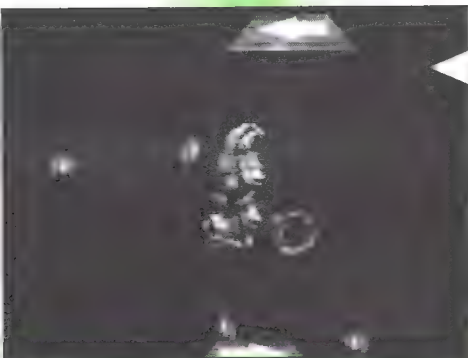
TOSS IT AT THIS KRUSHA AS YOU APPROACH, AND LEAP ONTO HIS PLATFORM...



LEAP UP TO THIS PLATFORM AND SNATCH THE BARREL... THEN LEAP RIGHT, BACK ONTO THE PLATFORM YOU JUST LEAPED FROM.

TOSS THE BARREL RIGHT AT THIS KRUSHA, AND LEAP ONTO HIS PLATFORM...





LEAP UP TO THIS BOUNCY TIRE, THEN BOUNCE YOURSELF UP TO THE PLATFORM OVER YOUR HEAD.

RIDE IT TO THE NEXT BARREL PLATFORM, LEAP ONTO IT, PICK UP THE BARREL, AND STAY ON IT AS YOU CONTINUE RIGHT.



LEAP UP TO GET THE "G" AND REMAIN ON THE PLATFORM AS YOU CONTINUE RIGHT—DON'T LET THE PLATFORM GOING BY BELOW TRICK YOU INTO LEAPING ONTO IT. STAY ON THE ONE YOU'RE ON!

AS YOU NEAR THE FINAL PLATFORM, TOSS THE BARREL AT THE GNAWTY THEN JUMP ON HIS PLATFORM AND STAY ON THE PLATFORM FOR A MOMENT UNTIL IT STARTS FALLING DOWN...



THERE'S A HIDDEN PLATFORM BENEATH THE KLUMP THAT YOU CAN ONLY REACH BY FALLING DOWN WITH THE PLATFORM AND JUMPING TO THE RIGHT...

GO RIGHT ON THE HIDDEN PLATFORM AND LEAP RIGHT INTO THIS CANNON BARREL...

YOU'LL GET BLASTED TO YOUR FINAL BONUS ROUND! HAPPY GUESSING!



BEAT THE BOSSES!

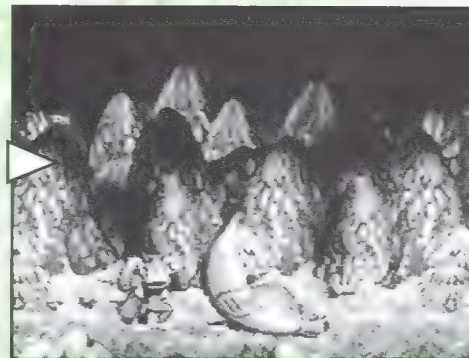
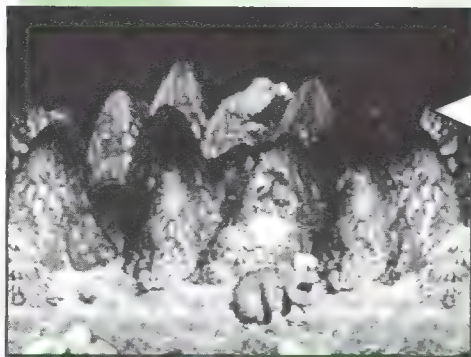
EXCEPT FOR THE LAST ONE—KING K. ROOL—THE BOSSES AT THE END OF EACH LEVEL ARE PRETTY EASY TO BEAT. IF YOU ENTER A BOSS LEVEL ALONE, THERE'S ALWAYS A DK BARREL INSIDE READY TO SPRING FREE YOUR BUDDY, WHO CAN FINISH OFF THE BOSS IF YOU GET KNOCKED OFF IN THE SHOW DOWN.

BEAT THE BOSSES!

VERY GNAWTY'S LIAR

THIS DORKY RODENT COMES AT YOU WITH SHORT, EASY TO DODGE HOPS. BOUNCE ATTACK HIS HEAD—USUALLY YOU CAN LAND TWO IN A ROW BEFORE HE GETS AWAY.

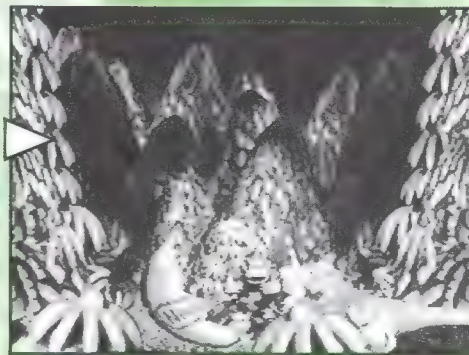
GIVE HIM EIGHT HARD KNOCKS ON THE HEAD AND HE'S DOWN FOR THE FINAL COUNT! DONG!



NECKY'S NUTS

NECKY IS ULTRA EASY TO SMASH. AS SOON AS HE APPEARS, BOUNCE ONCE OR TWICE AND LAND ON HIS HEAD. DODGE ANY NUTS HE UP-CHUCKS AT YOU, THEN BOUNCE HIM AGAIN.

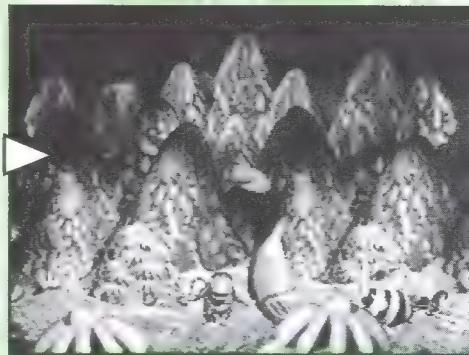
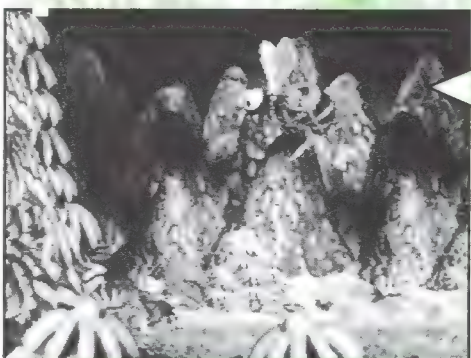
IT TAKES ONLY FIVE BONKS ON THE HEAD TO PUT AN END TO NECKY'S NUTTINESS. BLAMO!



BUMBLE B RUMBLE

THIS GIANT-SIZE ZINGER IS ONE OF THE HARDEST BOSSES TO BEAT. HITTING HIM WITH THE BARRELS IS EASY...

IT'S AVOIDING HIS ANGRY UP/DOWN BUZZING THAT'S DIFFICULT. AFTER YOU HIT HIM, RUN ALMOST TO THE CORNER AND WAIT FOR HIM TO COME BACK, THEN RUN UNDER HIM AS HE'S FLYING UP. GRAB ANOTHER BARREL AND NAIL HIM AGAIN, THEN RUN TO THE CORNER AND RUN UNDER HIM AGAIN. HIT HIM FIVE TIMES AND HE'LL BUZZ OFF FOR GOOD!



REALLY GNAWTY RAMPAGE

THIS GOOBER GNAWTY STARTS OUT EASY ENOUGH—BUT THINGS HEAT UP THE MORE YOU HIT HIM. THE TRICK IS TO TRY AND CORNER HIM THEN BOUNCE ATTACK HIM LIKE CRAZY. THE CHALLENGE IS KEEPING HIM CORNERED—FOR EVERY BOUNCE ATTACK YOU LAND, HE'LL LEAP THAT MANY MORE TIMES IN THE AIR, AND HIGHER EVERY TIME.

CORNER HIM AND KNOCK HIM FAST AND THAT WILL BE THE LAST YOU HEAR FROM THIS BUCK-TOOTHED BADDIE!

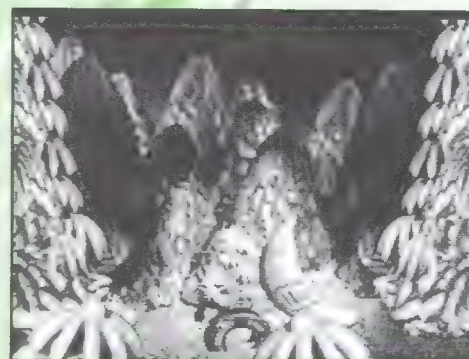
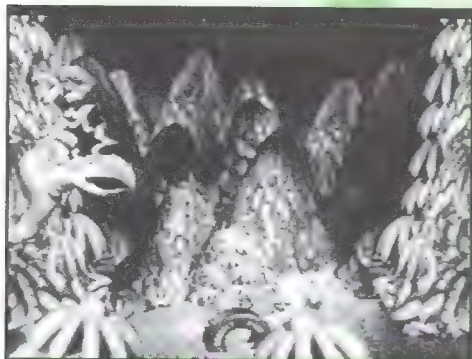
BOSS DUMB DRUM

THIS DRUM'S TRICKY BUT NOT DIFFICULT TO BEAT IF YOU KNOW ITS PATTERN. FIRST, IT POUNDS THE GROUND ONCE THEN DROPS OUT TWO KRITTERS. BOUNCE OR SPIN ATTACK THEM, THEN THE DRUM POUNDS DOWN AT YOU TWICE, AND SPILLS OUT TWO MORE BADDIES.

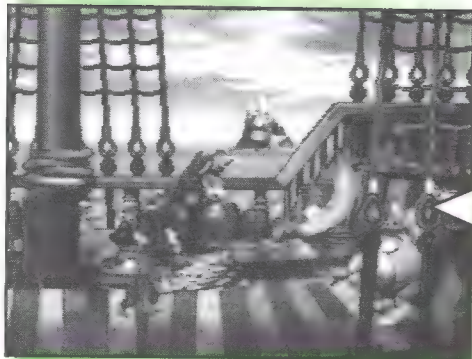
NAIL THEM, THEN THE DRUM BEATS DOWN THREE TIMES, MORE BADDIES, FOUR TIMES, MORE BADDIES, FIVE TIMES, THEN THE FINAL BADDIES: FAST-SPINNING ARMIES. BETTER LEAD WITH DONKEY KONG—HE CAN KNOCK OUT THE KLUMPS AND ARMIES WITH ONE BOUNCE OR SPIN. ALSO: WHEN THE DRUM POUNDS THE GROUND, RUN IN THE OPPOSITE DIRECTION TO AVOID ITS NEXT CRASH. WIPE OUT ALL FIVE ROUNDS OF BADDIES AND YOU'LL BLOW DUMB DRUM TO PIECES!

NECKY'S REVENGE

NECKY THIS TIME AROUND IS A LITTLE TOUGHER THAN LAST TIME. FOR EACH BOUNCE ATTACK YOU LAND ON NECKY, HE'LL SPIT OUT ANOTHER NUT. HE STARTS WITH ONE, THEN TWO, AND SO ON, UNTIL HE'S SPIT FIVE. YOU MUST WAIT FOR HIM TO SPIT OUT ALL OF HIS NUTS EACH TIME OR ELSE HE'LL START OVER AGAIN NEXT TIME. SO, WHEN HE SPITS ONE, HIT HIM. WAIT FOR HIM TO SPIT TWO, THEN HIT HIM AGAIN. THEN THREE, NAIL HIM FOUR IN A ROW, NAIL HIM. THEN AFTER HE SPITS FIVE NUTS ONE AFTER THE OTHER, NAIL HIM ONE LAST TIME AND HE'S OUT OF THE GAME!



**THIS IS IT, THE FINAL
SHOWDOWN!**



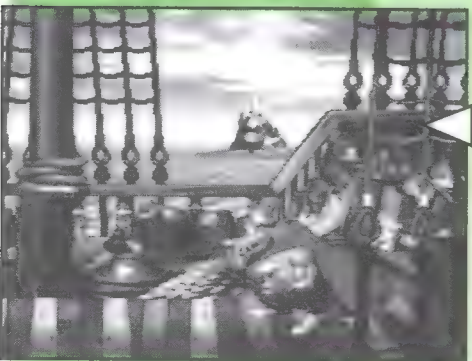
GANG-PLANK GALLEON

GANG-PLANK GALLEON

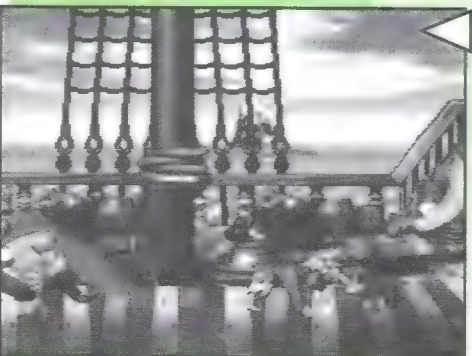
THE ONLY WAY TO LAND A HIT ON THE KING IS WHEN HE TAKES OFF HIS CROWN. AS SOON AS HE REACHES FOR IT...



LEAP UP AND BOUNCE ATTACK HIS HEAD TO LAND A HIT...



AS SOON AS YOU LAND ON THE GROUND IN FRONT OF HIM, AFTER YOUR BOUNCE ATTACK, LEAP UP AND OVER HIM AND HE'LL RUN RIGHT BENEATH YOU...

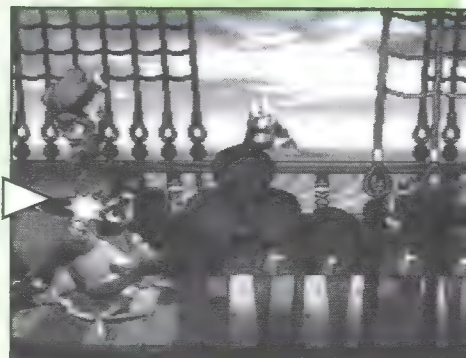


CHASE AFTER HIM AS HE RUNS LEFT...

THEN, AS SOON AS HE GOES TO REMOVE HIS CROWN, LEAP UP AND BOUNCE ATTACK HIM AGAIN. LIKE THE LAST ATTACK, LEAP OVER HIM AS SOON AS YOU LAND FROM YOUR ATTACK, SO THAT HE RUNS RIGHT UNDER YOU...

PART 7: GANG-PLANK GALLEON

KING K. ROOL IS WITHOUT QUESTION THE GAME'S TOUGHEST BOSS TO BEAT. HIS PLAN OF ATTACK IS EASY TO LEARN AND MEMORIZE, HOWEVER THE SECOND HALF—AFTER HE TRICKS YOU INTO THINKING HE'S DOWN FOR THE COUNT, THEN SURPRISES YOU WITH HIS QUICK BOUNCE ATTACK—IS THE HARDEST PART OF ALL. THERE ARE A LOT OF DETAILED SCREENS HERE TO HELP YOU, SO STUDY THEM CLOSELY, ESPECIALLY THE SECOND HALF, AND YOU'LL ULTIMATELY WIPE OUT THE DASTARDLY KING AND GET BACK YOUR BANANA HOARD!



GANG-PLANK GALLEON CONT.

CHASE HIM RIGHT...

BUT BE PREPARED TO
IMMEDIATELY LEAP OVER HIM
AFTER HE TURNS AROUND
AND COMES RUSHING
AFTER YOU...

CHASE AFTER HIM LEFT AND
BOUNCE ATTACK HIM...

RUN RIGHT AFTER HIM AND
LEAP HIM WHEN HE TURNS
AROUND AND RUSHES
AFTER YOU...

LEAP AGAIN WHEN HE TURNS
AROUND AND CHARGES YOU...

THEN CHASE AFTER HIM RIGHT
AND BOUNCE ATTACK HIM AS
HE'S TAKING OFF HIS CROWN
AFTER YOU LAND THIS TIME,
RUN TO THE MIDDLE
AND WAIT...

GANG-PLANK GALLEON CONT.

THE KING WILL LEAP FROM THE RIGHT SIDE OF THE SCREEN ALL THE WAY OVER TO THE LEFT, AND UNLEASH A SERIES OF FALLING CANNON BALLS THAT TRAVEL FROM THE LEFT TO THE RIGHT...

LEAP THE CANNON BALL TO THE LEFT JUST AS THE ONE OVER YOUR HEAD IS FALLING...

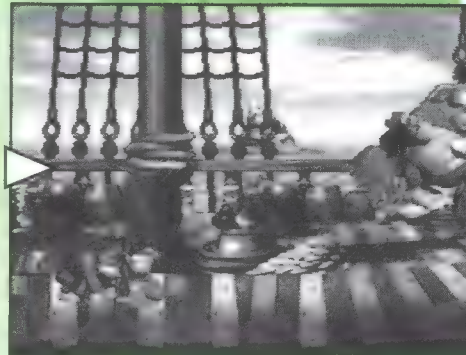
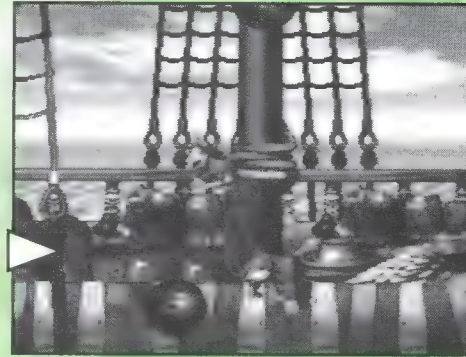
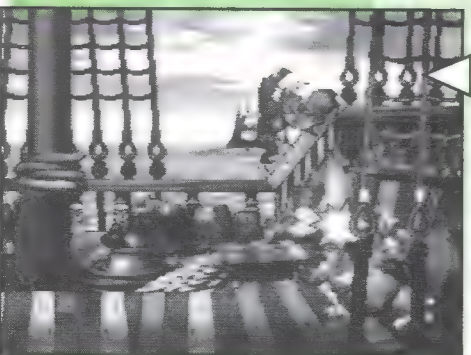
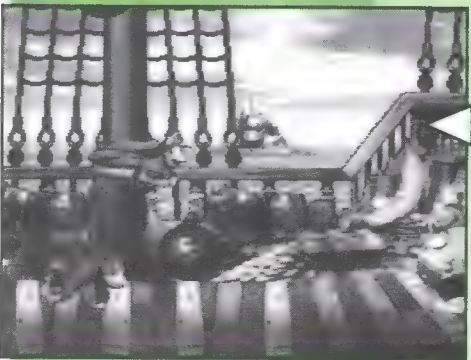
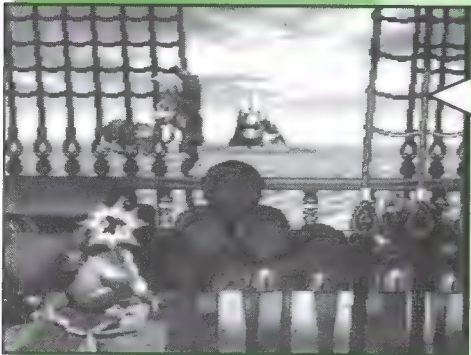
THEN GO LEFT AND WAIT FOR THE KING TO GO TO REMOVE HIS CROWN, THEN BOUNCE ATTACK HIM AGAIN...

RUN TO THE MIDDLE AND WAIT THERE. THE KING WILL LEAP FROM THE LEFT CORNER TO THE RIGHT CORNER, THEN UNLEASH TWO WAVES OF CANNON BALLS...

THE FIRST WAVE WILL COME AT YOU FROM RIGHT TO LEFT. STAY IN THE MIDDLE AND LEAP THE ONE ON THE RIGHT JUST AS THE ONE OVER YOUR HEAD IS FALLING, THEN WAIT UNTIL THE NEXT WAVE FROM LEFT TO RIGHT COMES TOWARD YOU...

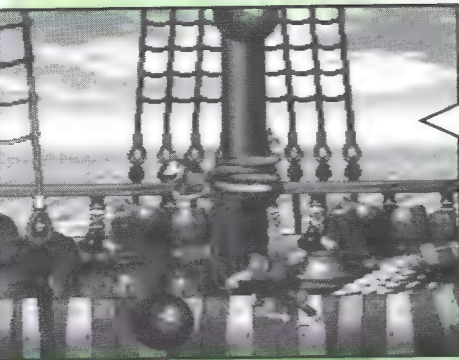
LEAP THE SECOND WAVE...

THEN SLOWLY FOLLOW THE FALLING BALLS RIGHT TO GET CLOSER TO THE KING. AFTER THE BALLS STOP FALLING WAIT FOR HIM TO GO FOR HIS CROWN, THEN BOUNCE ATTACK HIM...

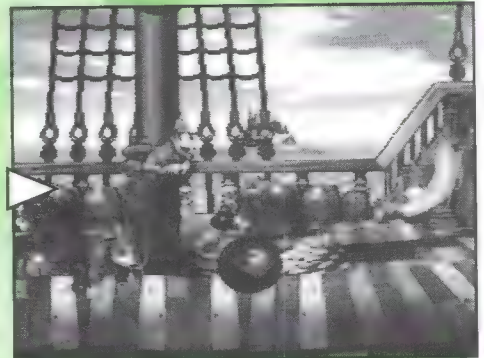


GANG-PLANK GALLEON CONT.

RUN TO THE MIDDLE. THE KING WILL LEAP FROM THE RIGHT CORNER TO THE LEFT CORNER, THEN UNLEASH THE THIRD AND FINAL WAVE OF FALLING CANNON BALLS. THE FIRST WAVE WILL COME AT YOU FROM THE LEFT. LEAP OVER THEM, THEN TURN AROUND...



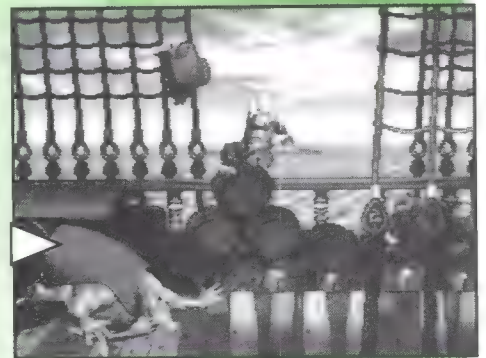
THE SECOND WAVE WILL COME AT YOU FROM THE RIGHT. LEAP OVER THEM, THEN TURN AROUND...



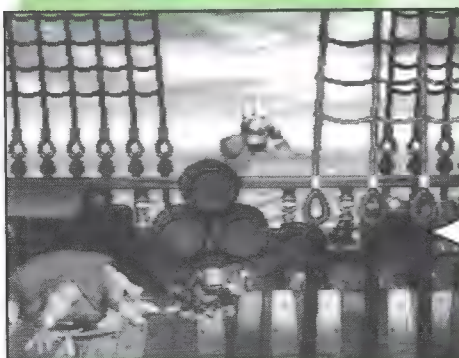
THE THIRD WAVE COMES AT YOU FROM THE LEFT. LEAP OVER THEM, THEN GO IMMEDIATELY LEFT TO GET CLOSER TO THE KING...



WAIT FOR THE CANNON BALLS TO STOP FALLING BEHIND YOU, THEN, AS SOON AS HE REACHES FOR HIS CROWN, BOUNCE ATTACK HIM. THIS TIME YOU'LL KNOCK HIM OUT!



BUT IS HE REALLY OUT FOR GOOD...?



DON'T DROP YOUR GAME PADS JUST YET, CHIMPSTERS, THOSE "KREDITS" ROLLING BY ARE BOGUS! UH OH! HE'S MOVING! HE'S GETTING UP! HERE HE COMES AGAIN!...

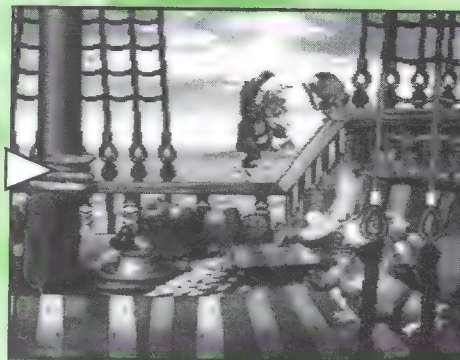


GANG-PLANK GALLEON CONT.

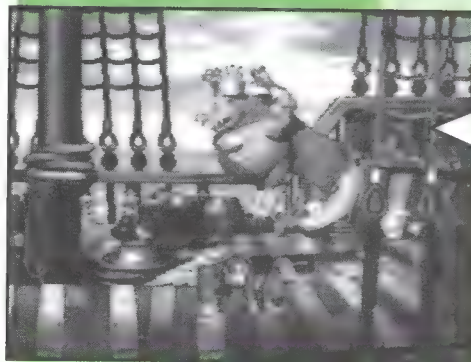
AS SOON AS HE GETS UP, THE KING MAKES A GREAT LEAP RIGHT. STAND AS SHOWN HERE AND HE'LL JUMP RIGHT OVER YOU...



THEN CHASE AFTER HIM AND BOUNCE ATTACK HIS HEAD AT ONCE, FOR HE'LL ALREADY HAVE HIS CROWN OFF...



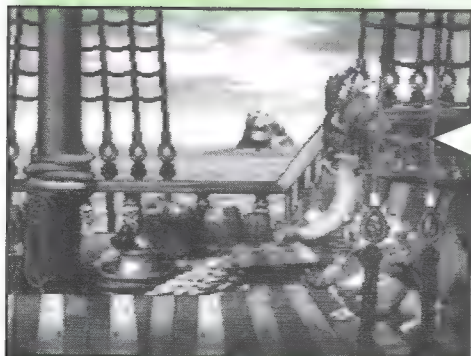
AS SOON AS YOU LAND FROM THE BOUNCE ATTACK, STAND AS SHOWN HERE AND THE KING WILL JUMP OVER YOU, TO THE LEFT...



ONCE HE'S PAST, GO LEFT A LITTLE AND STAND AS SHOWN HERE, TO AVOID THE KING'S RETURN BOUNCE ATTACK...

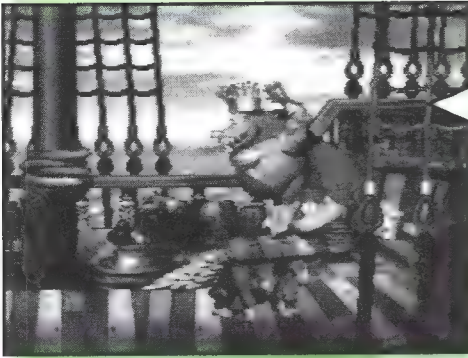


AFTER HE PASSES, RUN RIGHT AND BOUNCE ATTACK HIM AGAIN IMMEDIATELY...

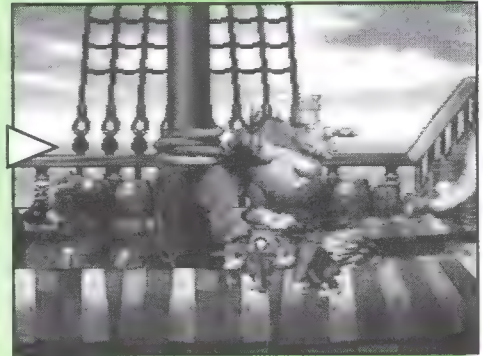


GANG-PLANK GALLEON **CONT.**

AS SOON AS YOU LAND FROM YOUR BOUNCE ATTACK, STAND AS SHOWN HERE AND THE KING WILL JUMP OVER YOU AS HE BOUNCES LEFT...



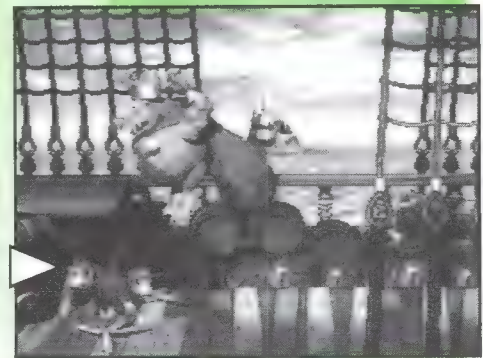
GO A LITTLE LEFT AND GET READY FOR HIM AS HE BOUNCES BACK AT YOU FROM THE LEFT—IT'S HARD NOT TO GET HIT AT THIS POINT: THE BEST STRATEGY IS TO WAIT UNTIL HE'S CLOSE BY THEN RUN UNDER HIS BOUNCE ATTACK HERE...



THEN KEEP RUNNING LEFT—THIS TIME HE'S CHASING AFTER YOU...

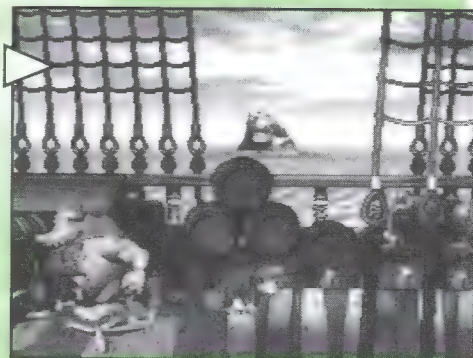


WAIT IN THE LEFT CORNER FOR HIM TO COME CLOSE, THEN, JUST AS HE'S MAKING HIS LEAP TO CRUSH YOU IN THE CORNER, RUN BENEATH HIM AND A LITTLE TO THE RIGHT...



GANG-PLANK GALLEON **CONT.**

HE'LL LAND IN THE CORNER,
GIVING YOU A CHANCE TO TURN
AROUND. AS SOON AS HE GOES
FOR HIS CROWN...



BASH HIM!...

THIS TIME HE'S DOWN FOR THE
FINAL COUNT!
CONGRATULATIONS! GO
HAVE YOURSELF A BANANA
SPLIT, YOU'VE
EARNED IT!...



BETTER YET, MAKE THAT TEN
THOUSAND BANANA SPLITS—
YOU GOT YOUR HOARD BACK!
NOW THAT'S A-PEELING!

AFTER THE GAME...

MONKEY BUSINESS BREAKTHROUGH

THIRTY-TWO BIT THIS.... SIXTY-FOUR BIT THAT.... BLAH BLAH BLAH. THESE ARE TODAY'S VIDEO GAME MAKER AND PLAYER'S FAVORITE FUTURE DREAMSCAPES. WHILE PIXEL-PUSHERS AND PACKERS HOLD THEIR COLLECTIVE BREATH FOR THE NEXT GENERATION VIDEO GAME SYSTEM, NINTENDO HAS LANDED A WALLOP-PUNCH WITH ITS NEW AND BREATHTAKINGLY GORGEOUS DONKEY KONG COUNTRY, A HUGE, 32 MEGABYTE CARTRIDGE FOR ITS "OLD" 16-BIT SUPER NINTENDO SYSTEM (SNES).

THE IRONY IS THIS: DONKEY KONG COUNTRY LOOKS BETTER THAN EVERYONE ELSE'S TEASER SHOTS OF THEIR TECHNICALLY MORE ADVANCED WHAT'S-TO-COME HARD AND SOFT STUFF, THANKS TO ITS COMPLETELY SILICON GRAPHICS INDIGO2-GENERATED 3-D GRAPHICS. (HAS ANYONE NOT ALREADY HEARD BY NOW THAT THESE WERE THE WORKSTATIONS USED TO CREATE THE DINOSAURS IN JURASSIC PARK?) THE GAME'S ENGINEERS, OF UK-BASED RARE LTD., STARTED THE BALL ROLLING BY RENDERING NINTENDO DESIGNER SHIGERU MIYAMOTO'S UPDATED DONKEY KONG GORILLA, (BORN IN 1981 IN THE ORIGINAL, SAME-NAMED ARCADE GAME, WHICH WAS ALSO THE DIGITAL BIRTHPLACE OF THAT OTHER NINTENDO PROFIT-CENTER, MARIO). TO EFFECT THE BIG APE WITH MORE LIFELIKE MANNERS, RARE'ERS SPENT HOURS STUDYING AND VIDEOTAPING GORILLAS AT A NEARBY ZOO. THE RESULTANT, ON-SCREEN INTERPRETATION HAS A PLEASANTLY LUNKING, SIMIAN FEEL TO IT, LIKE YEAH, THIS REALLY IS HOW A GORILLA BOOGIES.

NOW, THE GAME PLAY — A HUGE, TRADITIONAL SIDE-SCROLLING, RUN, JUMP, AND ROLL PLATFORM SCHEME — ISN'T ANYTHING NEW, BUT WHAT A LOOK AND FEELING THEY'VE GOT GOING HERE. THE MAIN CHARACTERS, DONKEY KONG, AND HIS EFFING ADORABLE SIDEKICK, DIDDY KONG, ARE CHARMINGLY EXPRESSIVE: FROM "HIGH-FIVE" TAG-TEAM CHARACTER SWITCHAROOS, TO THE MASK'S JIM CAREYESQUE HONKER EYEBALLS-OUT-ON-STEMS STARTLEMENT, RUNNING AROUND WITH THESE TWO IS A JUMPIN' JOY. IF PRERELEASE ORDERS ARE ANY INDICATION (OVER 2.1 MILLION SOLD BEFORE THE GAME HIT STORES' SHELVES ON NOV. 21, '94), DONKEY KONG COUNTRY IS SET TO BECOME ONE OF THE BIGGEST VIDEO GAME SELLERS IN HISTORY.

THAT'S RELATIVELY GOOD NEWS, FOR UNLIKE THOSE ULTRA-BLOODY, ULTRA-VIOLENT, ASS-KICKING FIGHTING GAMES THAT CURRENTLY TOP THE LIST, DKC IS RATED KA, "KIDS TO ADULTS, AGES 6 AND UP." (HELL, IF YOU'RE GOING TO SHELL OUT SIXTY BUCKS FOR YOUR KID'S VIDEO HABIT, MIGHT AS WELL PICK SOMETHING THE ENTIRE FAMILY CAN ZONE-OUT ON.) SURE, YOU'RE KNOCKING OFF BADIES THE WHOLE WAY THROUGH THE GAME'S 38 MAIN LEVELS (AND HUN-

DREDS OF SECRET HIDDEN ROOMS AND BONUS ROUNDS), BUT THAT'S ALL THE DAMAGE YOU DO — KNOCK THEM HARMLESSLY OFF THE SCREEN WITH A CHEERY PEEP, SQUEAK OR SHOUT — WITHOUT ALL THAT GUTS AND GORE.

BOTTOM LINE: DONKEY KONG COUNTRY IS THE MOST EXTRAORDINARY 16-BIT CARTRIDGE EVER — AND PERHAPS EVER-AFTER THOSE NEXT GENERATION HOW-EVER-MANY-BIT GOODS DEBUT, AT LEAST UNTIL THEY CAN MATCH THIS GORILLA'S "INFERIOR" EVOLUTIONARY SCALE WITH AS MUCH GROWTH AND INTELLIGENCE. — JOE HUTSKO

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